PLUS STUDIO®

CLARKE STREET TOWNHOUSES

1 CLARKE STREET, SOUTHPORT

URBAN DESIGN REPORT

JANUARY 2025

In Australia, we acknowledge the Traditional Owners of Country, whose deep relationship with this land is etched into its landscapes and passed through generations. We pay our respects to Elders past and present.

In Aotearoa, we recognise Māori as Tangata Whenua and uphold Te Tiriti o Waitangi. Their bond with land, waters, and culture is woven through whakapapa and tikanga.

With respect for the past and responsibility for the future, we design with awareness, shaping places that honour these enduring legacies.

INDEX

VISION STATEMENT 4
THE CONTEXT 5
THE PRINCIPLES 9
DESIGN PILLARS 13
THE SOLUTION 58

URBAN DESIGN STATEMENT



Informed by the site and local context, the proposed development set within the Southport PDA at 1 Clarke street, envisions connection through human-centric design that focuses on key design principles. The bounding of site between the Lumina Precinct to North and State controlled Smith Street to the South further makes for a strategic response to place-making.

The townhouse masterplan seeks to set the benchmark for design led excellence that blends high amenity living and promotes healthy lifestyles, through offerings that extend beyond the immediate site and into the local community. The nod to place further highlighted through ***Urban Coastalism*** Architecture, blending considered form with soft landscaping and materials. The design response further focused through key **Design Pillars** in response to EDQ advice and consultation.

Identity through considered look and feel, materiality response, design markers & place-making and central focused design.

Connectivity through strategic and appropriate pedestrian entry placements and active connection, vehicular entry and master-planning.

Interface consideration through human centric design principles that improve streetscape character.

Amenity the Azure way - focused through amplified Open Space and landscaping, lifestyle orientated living that connects people to place.

Design Response through primary, secondary and tertiary principles to create a dynamic development responsive of site and context.

At the heart is the central green space that reinforces the notion of a 'collective sense of place', anchored by rich and diverse landscape and connection through site. Pedestrian pathways extend beyond to both Clarke Street and Village Boulevard, providing appropriate access to amenities beyond site. At boundaries, the composition of the proposed townhouses addresses streetscape interfaces and improves conditions to both public and private realm.

Through collaboration of design led consultants, Azure and the project team look forward to delivering a response that encourages healthy lifestyle and connection to place through focused strategies.

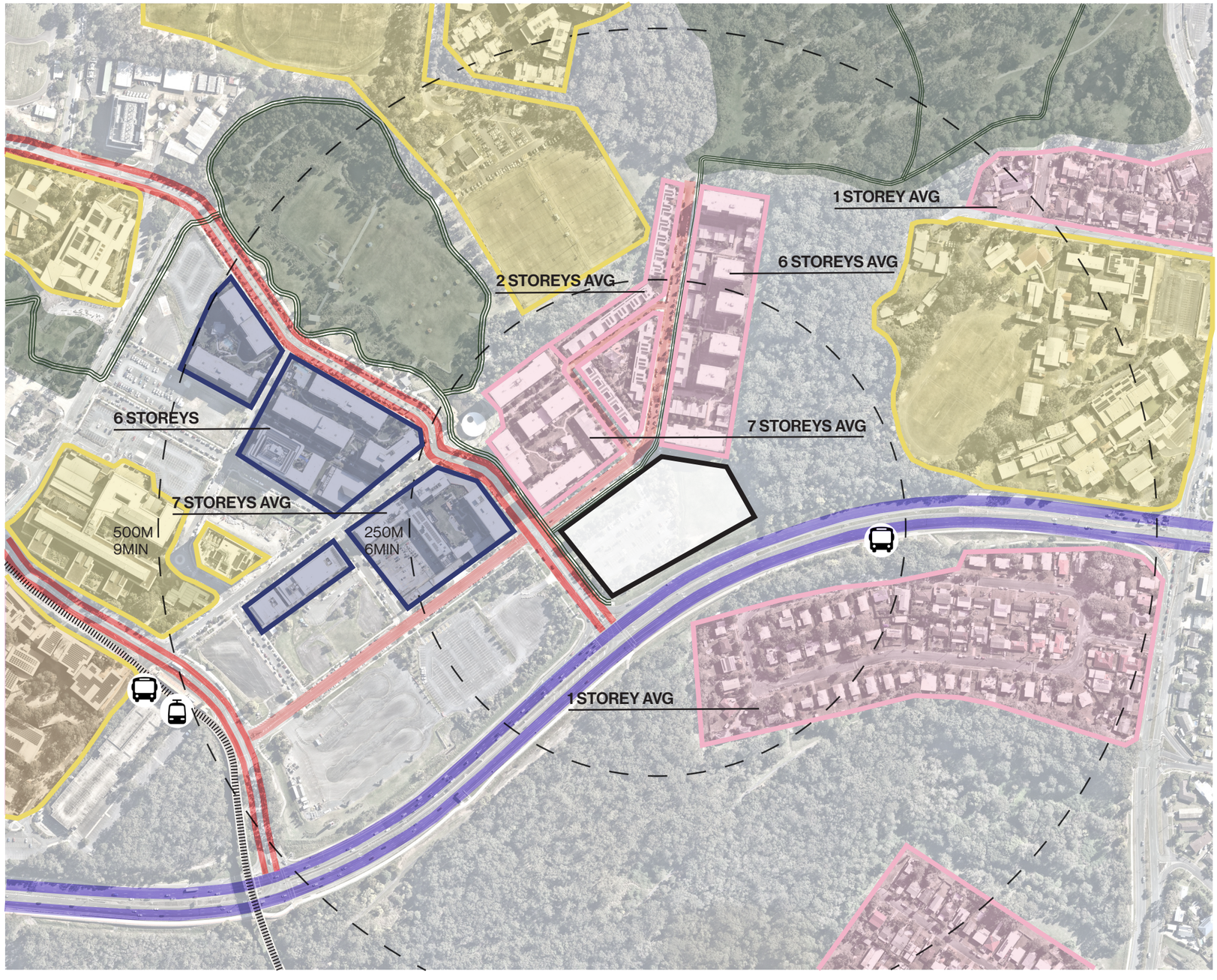
THE CONTEXT

The Context

SITE | MACRO

KEY

- SITE
- ARTERIAL ROAD
- SUBURBAN ROAD
- LOCAL ROADS
- LIGHT RAIL
- BUS STOP
- PEDESTRIAN MOVEMENT
- RESIDENTIAL
- COMMERCIAL/MIXED USE
- COMMUNITY USE
- PARKLANDS



The Context
SITE | MICRO

KEY

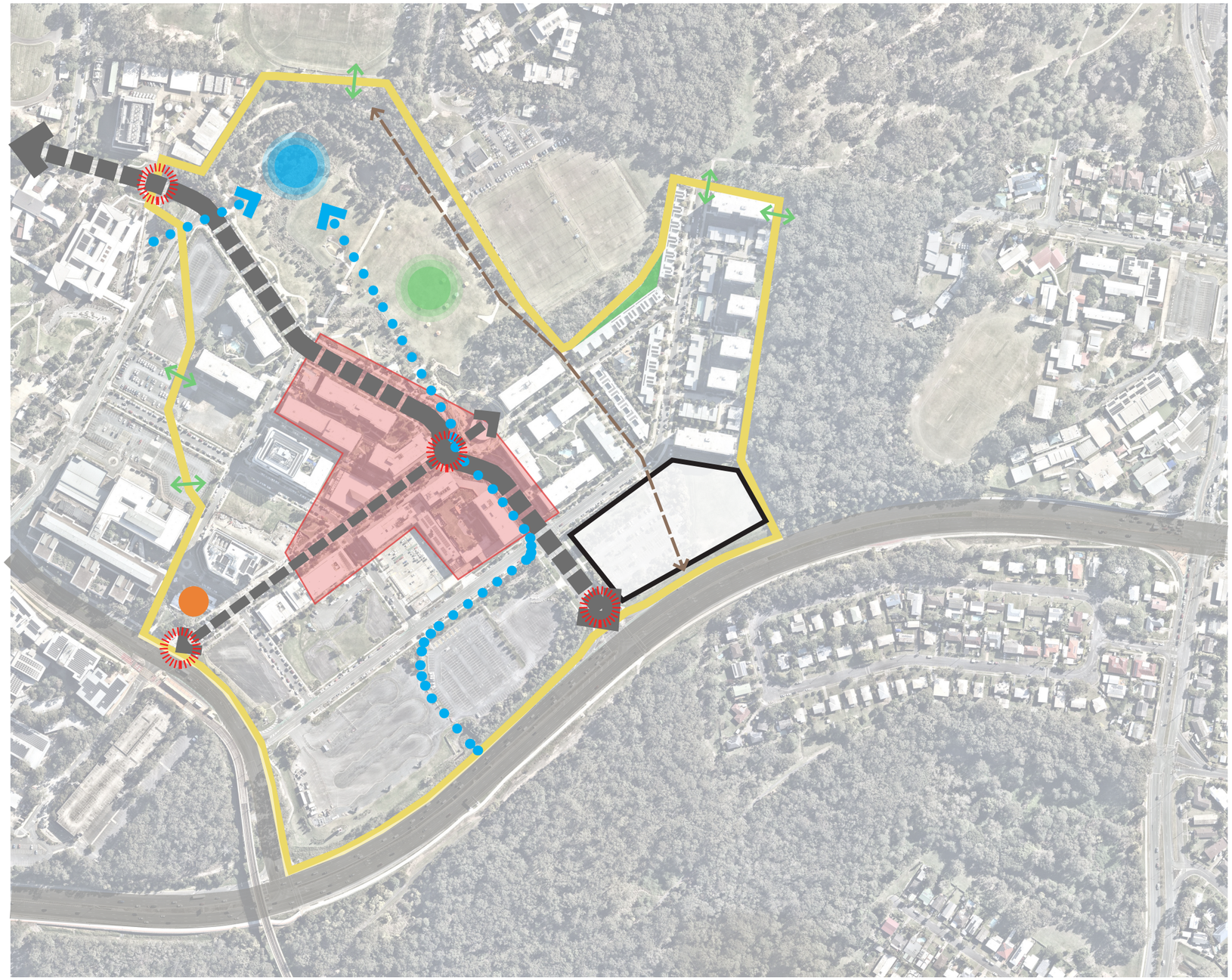
- SITE
- ARTERIAL ROAD
- SUBURBAN ROAD
- LOCAL ROADS
- BUS STOP
- PARKLANDS
- VEGETATION
- ACOUSTIC WALL
- TRUNCATION
- EASEMENT
- RISING MAIN



SITE | EDQ DRIVERS

KEY

- SITE
- PDA BOUNDARY
- MIXED USE NODE
- HOSPITAL BOULEVARD EXTENSION
- MAIN STREET
- INDICATIVE EXTERNAL CONNECTIONS
- STORMWATER WETLAND PARK
- MAIN PARK
- PROPOSED CIVIC PARK
- EXISTING ROAD NETWORK
- ENDANGERED REGIONAL ECOSYSTEM
- WESTERN RISING MAIN
- OVERLAND FLOW PATH
- KEY INTERSECTIONS



THE PRINCIPLES

EDQ DESIGN DRIVERS

01

SENSE OF ADDRESS

Our Urban Design Principles for creating a sense of address are based on:

- Pedestrian Entry and Interface
- Precinct Connectivity
- Vehicular Entry
- Landscaping
- Building Presentation
- Casual Surveillance
- Site Topography Considerations

02

BUILT FORM SENSIBILITY

Our Urban Design Principles for creating purposeful dynamic architecture is based on:

- In Character Design
- Articulation
- Terrace Length Consideration
- Outward-Facing Identity
- Scale and Impact

03

NEIGHBOURING THEME

Our Urban Design Principles for creating a neighbourhood community are based on:

- Road Hierarchy
- Pedestrian Connectivity
- Cohesive Forms
- Human Scale Amenity
- Street Character
- Interface Relationship
- Landscaping

The Principles

DEVELOPMENT DRIVERS

TOWNHOUSES

114 Pax

Variation in product for affordability

GFA

Minimum GFA 13,200m²

OPEN SPACE

Masterplan focused, Open Space relief and amenity carefully considered

BUILDING HEIGHT

2-3 Storeys
Within PDA guidelines and appropriate

PLACE

Creates a Sense of Arrival

AZURE FAMILY

Purposeful and Distinct Aesthetic Interconnects to other Azure Projects

LANDSCAPE

Landscape design compliments design and placemaking

OPERATION

Operational design hardwired for seamless maintenance

The Principles

DESIGN PILLARS

Interface

Consideration through design principles that respond to and improve upon streetscape character to promote active interactions and community. Design focus through both Primary and Secondary interfaces.

Identity

Through considered look and feel, materiality response, design markers & placemaking and central focused design. Embellished with landscaping.



Connectivity

Through strategic and appropriate pedestrian entry placements and active connection to neighbourhood. Human focused design that responds to site conditions and context.

Design Response

Through primary, secondary and tertiary principles that layer to create a dynamic development responsive of site and context. Good design addressing variation in product types, built form length and articulation and material use.

Amenity

The Azure way - focused through amplified Open Space and landscaping, lifestyle orientated living that connects people to place.

DESIGN PILLARS

THE IDENTITY

DESIGN PILLAR

Design Pillar | Identity

DESIGN DRIVERS



Coastal Urbanism

Indulgent yet unpretentious, naturally softened to suit urban living



Relaxed Sophistication

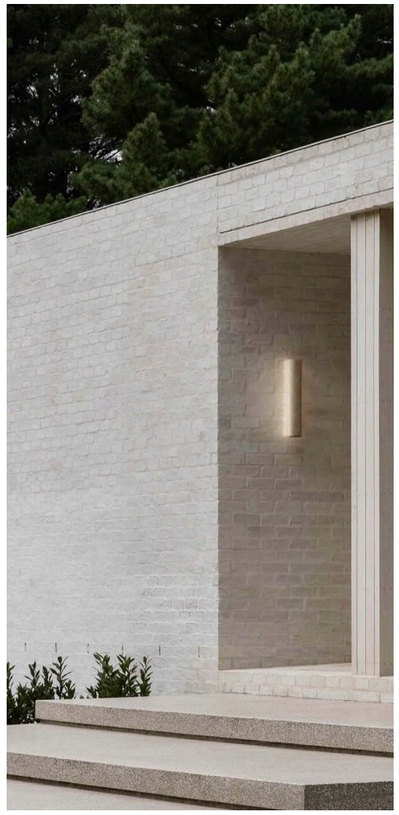
Embracing effortless elegance for elevated comfort

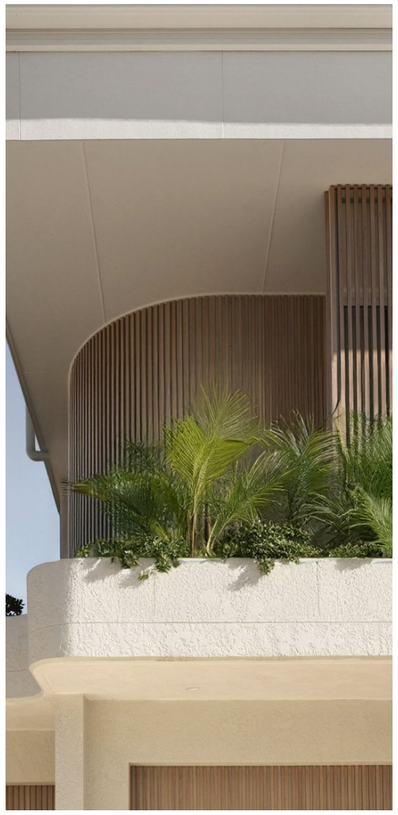


Creating Place

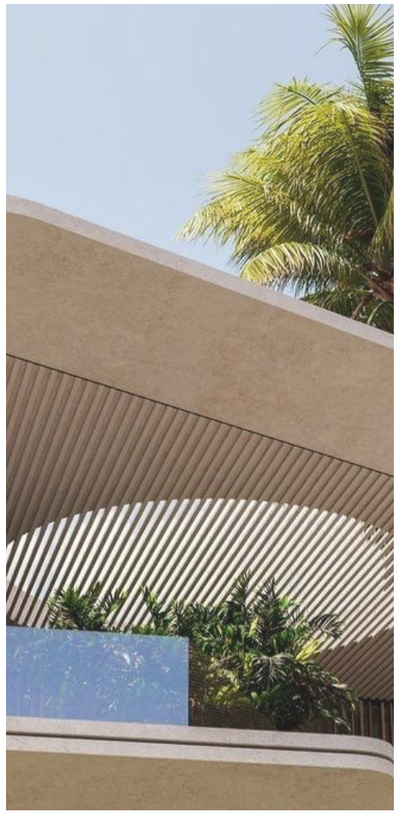
Design to nuture connection and community

LOOK + FEEL





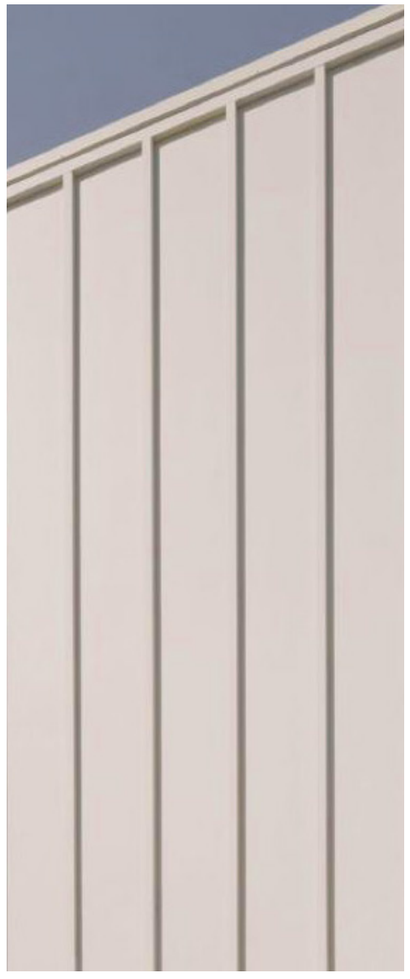






MATERIALITY

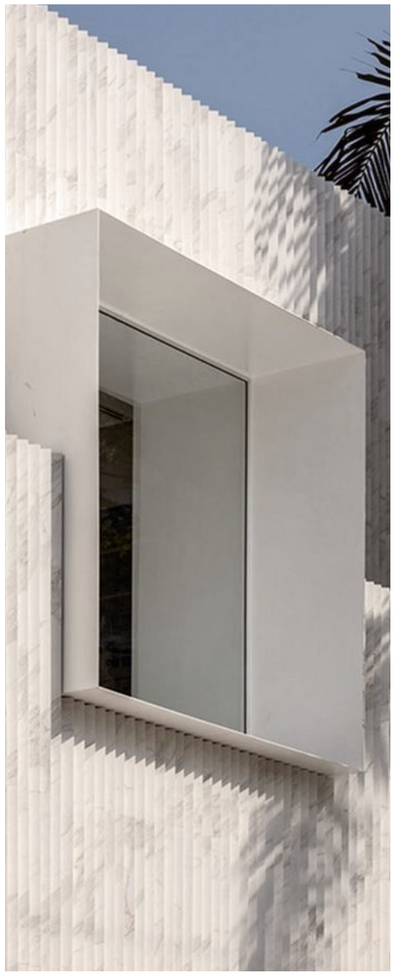
1.



2.



3



4.



5.



6.



1. Vertical board and batten with expressed joints
2. Vertical groove fibre cement sheet
3. Folded aluminium hoods
4. Powdercoated aluminium battens
5. Render and paint
6. Landscape to soften

Design Pillar | Identity

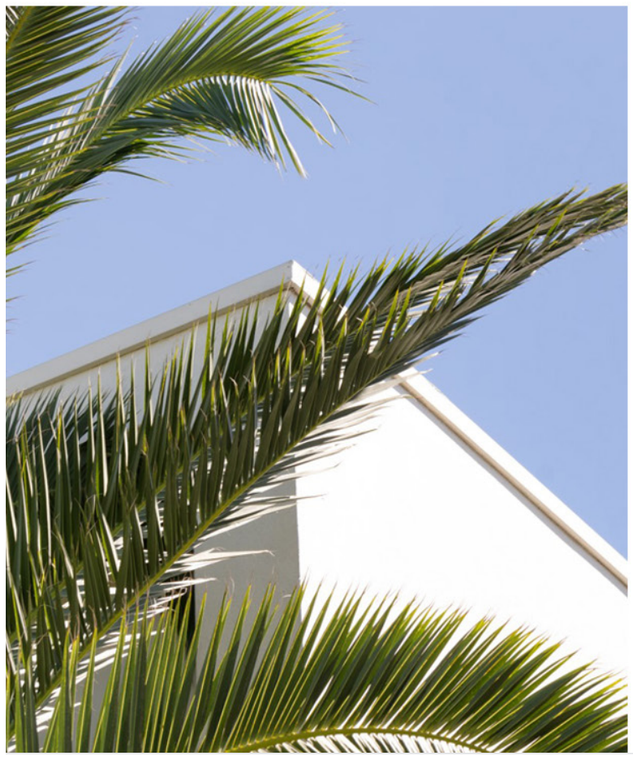
LANDSCAPE VISION

Over the past decade, AZURE Group has established a landscape design language, vision and clear identity that is unparalleled in South-East Queensland. Through an emphasis on designing extraordinary living environments, AZURE creates vibrant communities that enrich lives and stand the test of time.

Landscape is at the forefront of AZURE Group's design philosophy of creating extraordinary, people-centric environments where architecture, landscape and community life are inseparable parts of a unified vision and identity. Outdoor spaces, greenery, and built form are designed to work as one whole. The holistic integration of natural and built environments ensures that landscape is part of the architectural expression, not separate from it. Landscape spaces support community and lifestyle through organic, human-scaled design and creating connection to place and context reflecting and enhancing the natural and urban contexts of each project.

At the heart of this philosophy is AZURE's communal open space and amenities facilities - AClub. By emphasising the soft landscape elements through lush garden plantings, recreational turf areas and layered planting and using hardscape elements to support landscape AZURE creates spatial and functional landscape use which fosters well-being and lifestyle. The pristine upkeep and longevity of the landscape is critical to AZURE's special forever ethos















LANDSCAPE RESPONSE | HARDSCAPE



LEGEND

INTERNAL ROAD



INTERNAL DRIVEWAYS / PATHS



The key hardscape finishes / elements of the project establish a user-hierarchy through contrasting surface finishes in order to provide legible, safe movement through the site for all users and connects to existing streetscape footpaths to ensure appropriate connection to the precinct.

1. Internal Road finish clearly defines primary vehicle movement and ring road

2. Internal Driveways / Paths are a contrasting surface finish to define pedestrian priority within the shared zone of the internal road which ensures safe and clear pedestrian movements to all townhouse entries and communal open space

3. Entry Arbours to front doors for sense of arrival and considered user experience

HARDSCAPE SUPPORTING SOFTSCAPE





LANDSCAPE RESPONSE | SOFTSCAPE



LEGEND

Feature Marker Tree



Shade Trees





Manicured Turf





Screening Hedge



Street Trees



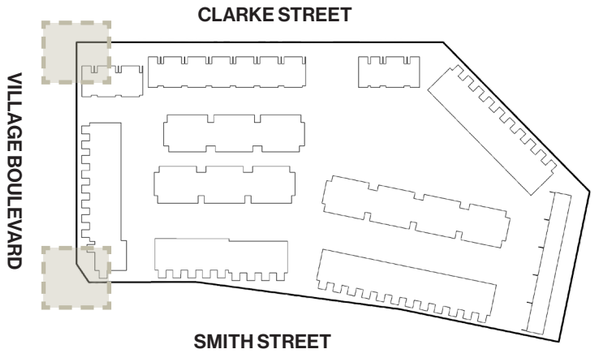
The landscape vision and identity for AZURE's Clarke Street is in keeping with their established landscape language.

Large feature marker trees Phoenix Canary Island Date Palms' define critical points of the site both internally and externally. All streetscape interfaces are softened with a layered landscape outcome to ensure visual amenity to AZURE's community and the wider community.

Internally, the roadway is softened with an avenue of shade trees under planted with Star Jasmine. Pocket parks with shade trees supplement the amenity provided by a centrally located communal open space with its bolstered landscape offering of feature palms and shade trees. The private open space of each town house offers generous lawns and shade trees in each courtyard for privacy

Design Pillar | Identity

DESIGN MARKERS



Identity and character are communicated through Design Markers at either end of Village Boulevard, providing opportunity to promote sense of address. The design markers:

- Bookend the site's frontage to Village Boulevard and position the estate as an identifiable focal point at the entry to the Smith Collective
- Provide visual prominence - landscaped features are external to boundary fencing treatment
- Create an identifiable 'Sense of Entry' at the gateway to the Smith Collective precinct, through proposed feature palm (Canary Island Date Palm) under planted with shrubs and ground cover





CORNER OF CLARKE STREET & VILLAGE BOULEVARD





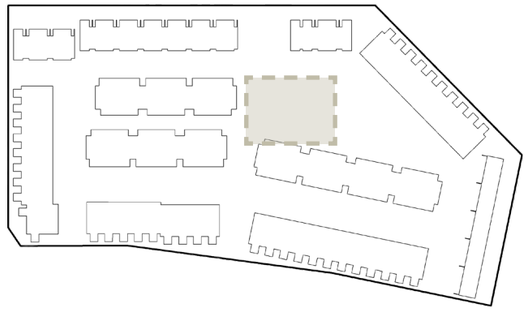
AZURE FAMILY REFERENCE MARKERS



CORNER OF VILLAGE BOULEVARD AND SMITH STREET



DESIGNING PLACE





PROPOSED COMMUNAL OPEN SPACE



AZURE FAMILY DESIGN IMAGERY









A demonstrated Azure notion of creating communities that enrich lives and stand the test of time, is carefully balanced through considered master planning and execution.

The result is a vibrant community that lasts - offering safe, functional and human centric design that connect people and place.

Through strategic access points, shared pathways and view corridors, residents are provided opportunities to connect beyond site, and in to northern Lumina precinct - a well amenitised mixed use offering.

THE CONNECTIVITY

DESIGN PILLAR

Design Pillar | Connectivity

CIRCULATION



The Master Plan capitalises off the ability to create a centric estate to support efficient, comfortable and easily navigable movement through the site, comprising:

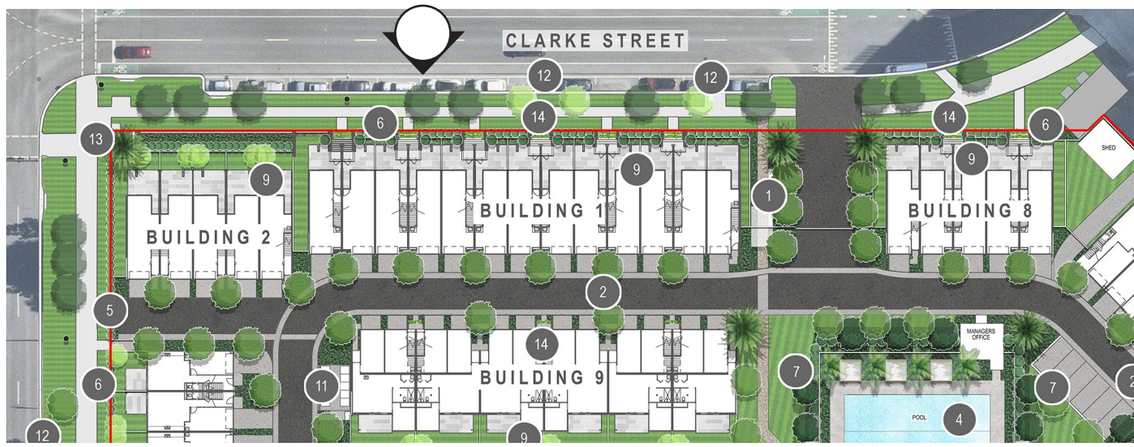
- **Sense of arrival -** Primary Access point located on Clarke Street, framed with feature landscaping and greeted with green amenity open space
- **Centralised Communal Facilities** - The heart of the development located at the estate's entry to enhance placemaking
- **Centric Connectivity** - clear road hierarchy comprising the primary loop road that borders centralised communal facilities. Secondary laneways to outer parts of site
- **Green pedestrian spine through center of site** - A landscaped amenity pathway traverses the middle of the site, providing shaded pedestrian connectivity that offers break out green spaces with seating for respite and passive recreation.
- **Optimized site efficiencies** - through the loop road that is doubled loaded with private driveways to townhouses off each side, optimising site density and efficiency

LEGEND

- PEDESTRIAN PATHWAYS/SHARED ZONE
- VEHICULAR PATHWAYS
- CYCLIST PATHWAYS
- BICYCLE RACK ACCESS
- COMMUNAL BIN ACCESS
- X PEDESTRIAN ENTRIES
- x PRIVATE PEDESTRIAN ENTRIES
- CENTRALISED COMMUNAL FACILITIES
- GREEN PEDESTRIAN SPINE



LANDSCAPE ELEVATION



LANDSCAPE PLAN

Design Pillar | Connectivity

PEDESTRIAN ENTRY | CLARKE STREET



CLARKE STREET ELEVATION



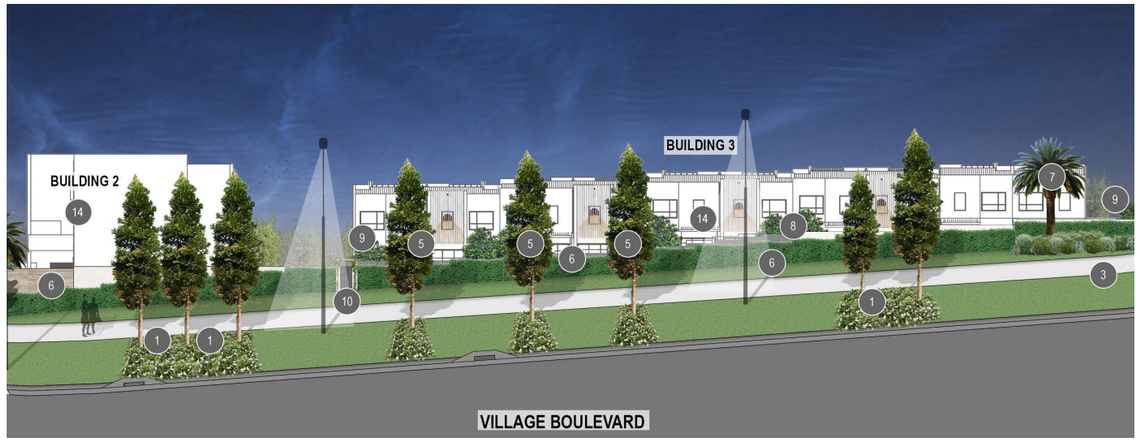


DESIGN IMAGERY

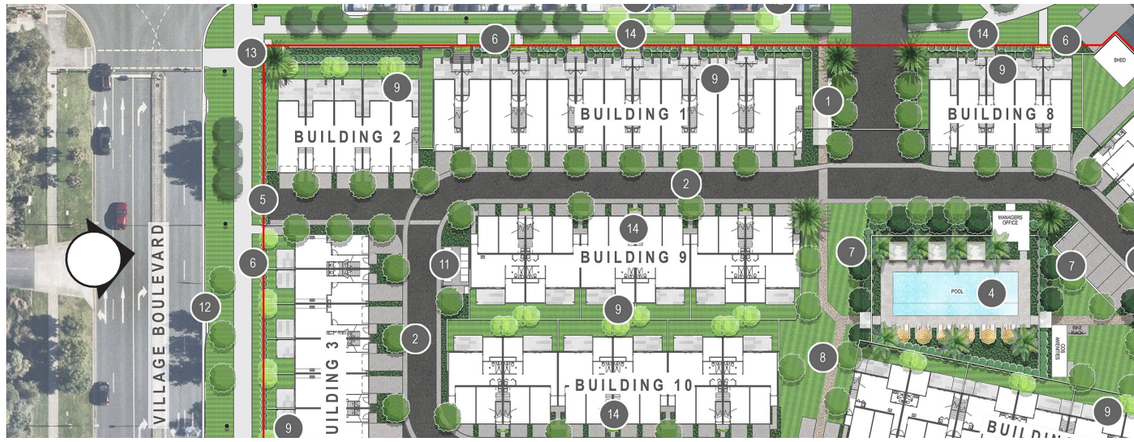
The private pedestrian townhouse entries along Clarke Street provide activated frontages that address street and provide ‘front door’ access.

Layered, low height retaining walls and permeable fences are introduced to address topographical changes over site, allowing visual connection to street. Mailboxes are also housed at entries, further providing moments of pedestrian interaction and chance encounters - the foundations of creating community.

This arrangement priorities access to the Portavilla townhouses from the surrounding context, promoting a visually interesting, activated edge to the public whilst ensuring CPTED principles are considered.



VILLAGE BOULEVARD LANDSCAPE ELEVATION



VILLAGE BOULEVARD LANDSCAPE PLAN

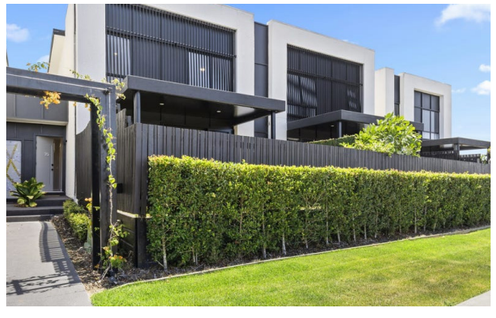
Design Pillar | Connectivity

PEDESTRIAN ENTRY | VILLAGE BOULEVARD



PROPOSED PEDESTRIAN LINK TO VILLAGE BOULEVARD





DESIGN IMAGERY

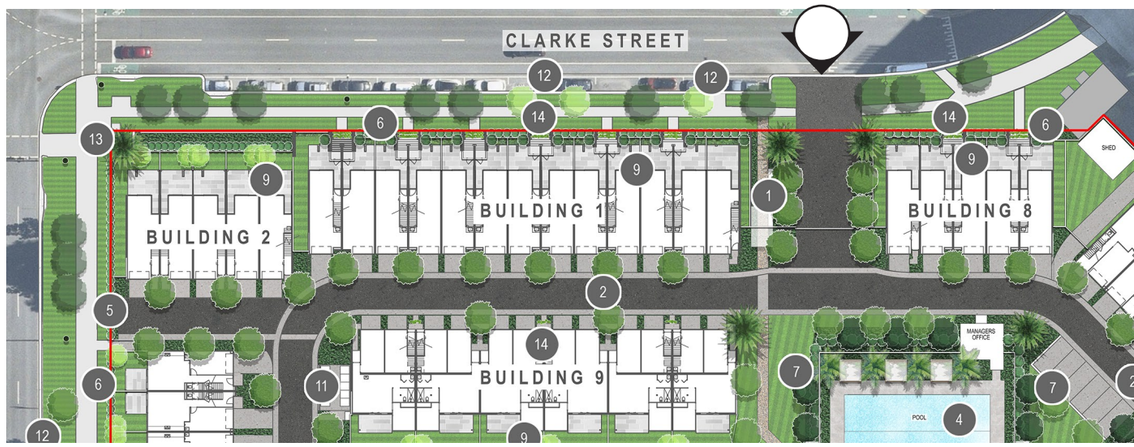
The pedestrian entry located on Village Boulevard acts as a cross-connecting corridor that leads back to the heart of the community, the Communal Open Space.

This secondary, pedestrian only access point connects the development internally to aid accessibility, and also outwards towards the northern mixed use zone and local amenities. the permeable entry point promotes activity and establishes Village Boulevard as an important community link.

An external footpath that runs parallel to Village Boulevard and connects with Clarke street activates the edge with landscaping consistently along the boundary for amenity and privacy.



PROPOSED PERMEABLE VEHICULAR ENTRY



LANDSCAPE PLAN

Design Pillar | Connectivity

VEHICULAR ENTRY | CLARKE STREET



VEHICULAR ENTRY ELEVATION



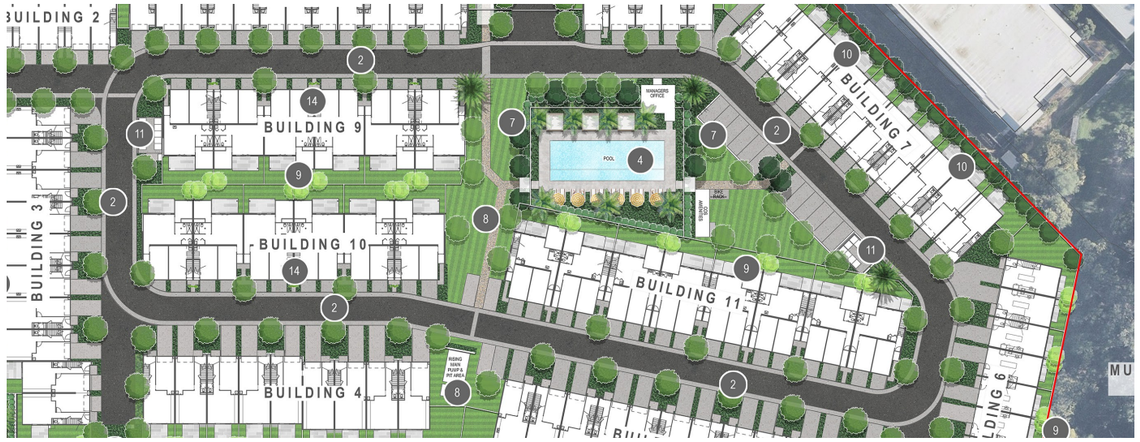


DESIGN IMAGERY

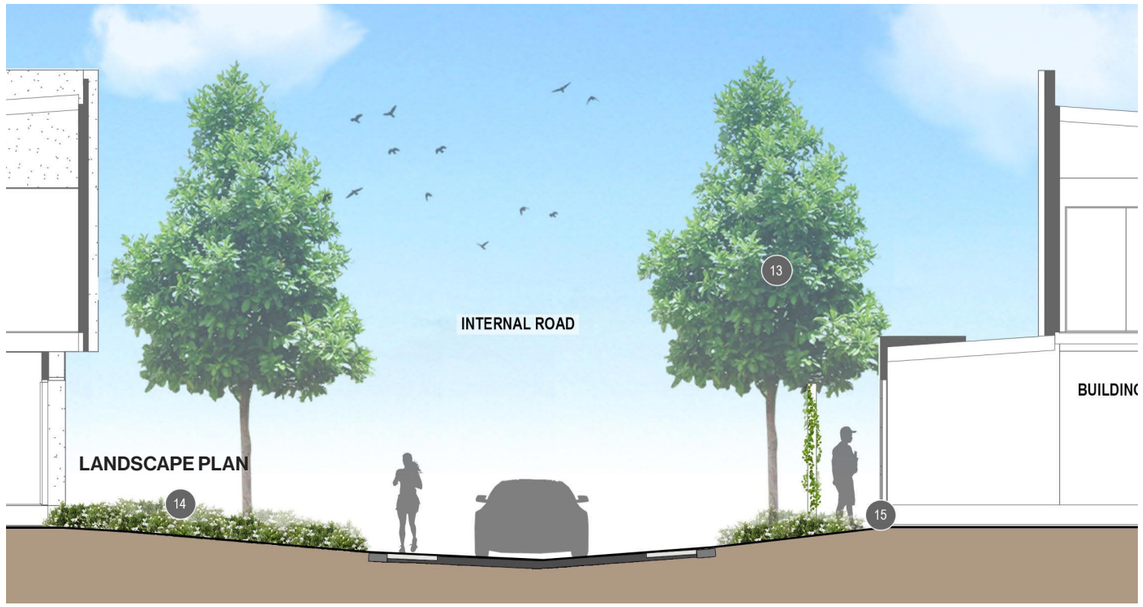
The main vehicle access located off Clarke Street offers an interface that serves as a functional yet aesthetic statement. The recessed secure line addresses residents concerns for security, whilst not offending the local neighbourhood character through permeable, breathable design thinking.

Two feature trees proposed at the entry serve as defining characteristics that invite entry to the site, establishing the primary loop road with a finish change.

Equipped with way-finding signage and the opportunity for feature building signage, the entry connects residents, visitors and passerby's on the activated edge.



LANDSCAPE SECTION



Design Pillar | Design Response

INTERNAL FRONT ELEVATIONS



RENDER





DESIGN IMAGERY

The loop road connects the entire precinct, catering to pedestrians, cyclists and vehicles.

Each townhouse has a private garage and private entry into their home from the loop road and associated laneways, lined with soft landscaping.

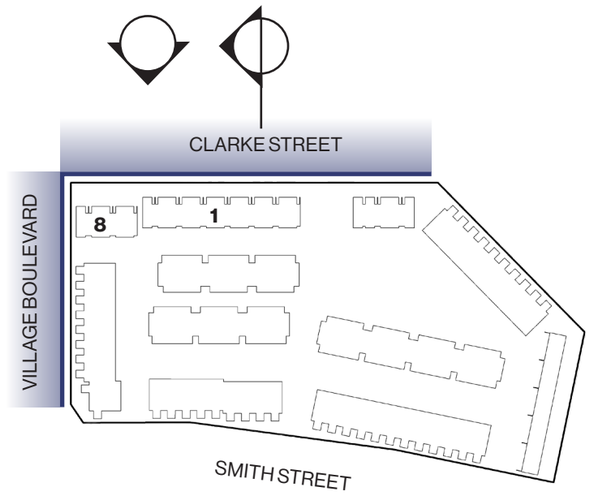
The landscaping is strategically located and specified to foster amenity and interactions throughout the site. This is counterbalanced by hedges, shade trees and climbers for privacy connect all residents to the precinct. The double-loaded loop road ensures maximised density and efficiency of site.

THE INTERFACE

DESIGN PILLAR

Design Pillar | Interface

PRIMARY FACADE INTERFACES

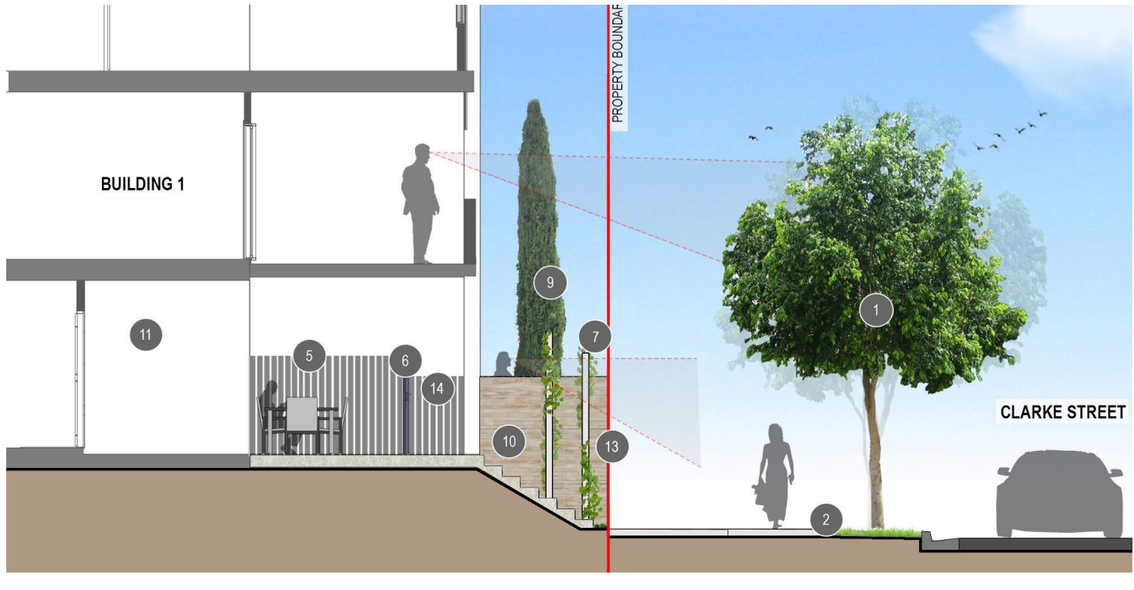


The Primary Facade Interfaces occur along Clarke Street and Village Boulevard, as the main public-facing elevations.

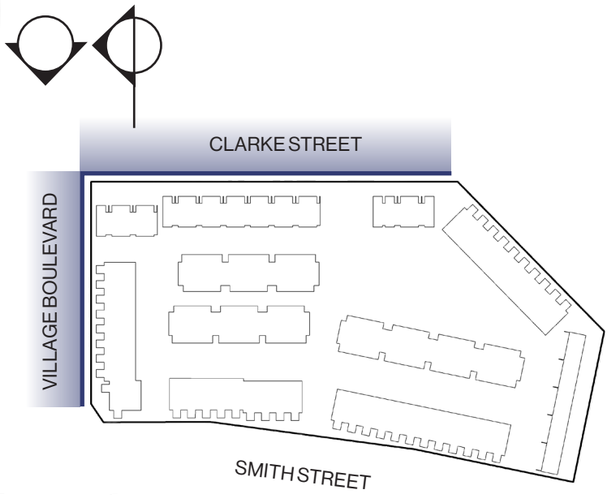
The architectural response addresses this item through the highest level of architectural articulation and activation. Variation in building height and form, oversized windows and visual connection, landscape relief and visual amenity, as well as materiality change all contribute to a dynamic and responsive facade that addresses street conditions. Pedestrian entries and housing of mailboxes also create a sense of address, encouraging pedestrian movement along the key route. Landscaped entry arbors frame feature stairs that allow residents **'Direct Access'** to dwellings, whilst addressing site topographical change.



CLARKE STREET RENDER



CLARKE STREET SECTION



Design Pillar | Interface

PRIMARY FACADE INTERFACE

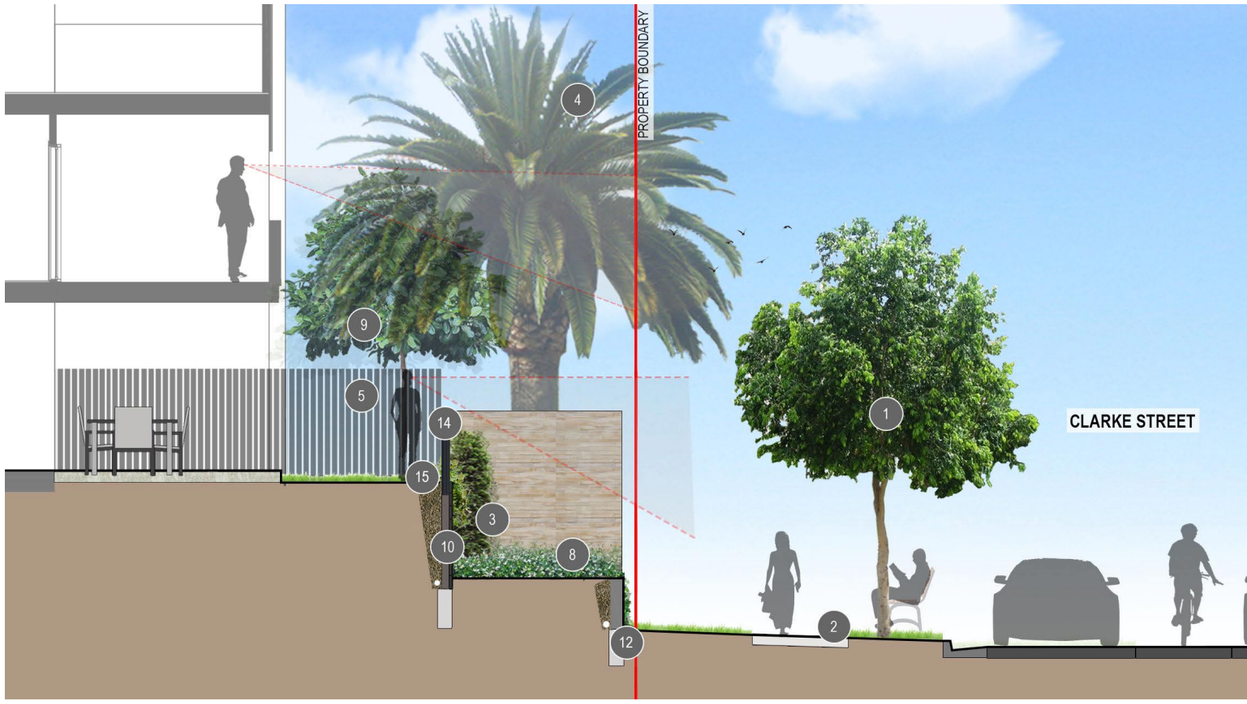
Clarke Street

Design considered with significant topographical change, the Primary Facade Interface along Clarke Street assists with sense of address through:

- Paired pedestrian entries with stairs and individual mailboxes to all dwellings in Buildings 1 and 8
- Landscaped entry arbors with Ornamental Grape vines over pedestrian entries
- Feature brick vertical blade walls to break up the horizontal length
- Elevated private courtyards fronting Clarke Street, extending to the property boundary to improve interaction with the street, providing a high level of activation and street presence
- Low-level semi-transparent fencing (maximum 1.2m high 50% transparency) to support casual surveillance
- First floor balconies and large second floor windows providing additional opportunities for casual surveillance from habitable spaces
- Highly articulated built form, with mirrored pairs of dwellings at a 2-to-1 ratio to emphasise the deep recesses in the front building interface. A deeper/darker colour within the recess to accentuate contrast and enhance the shadow effect
- Landscape feature urban marker on the corner of Clarke Street and Village Boulevard, creating an identification design marker and sense of place, which bookends the development site along with a similar marker on the south-western corner of the site
- Main vehicle and pedestrian entry point is located on Clarke Street representing the 'front door' to the development, with elevated landscape arbors, marker trees, and group mailbox for sense of address
- CPTED principles through permeability, large windows and living spaces loaded to street that promote casual surveillance



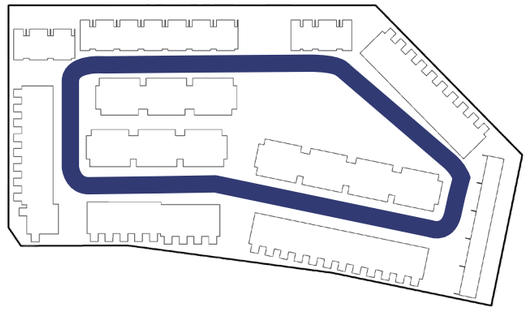
CLARKE STREET PERSPECTIVE



CLARKE STREET SECTION

Design Pillar | Interface

RETAINING WALL INTERFACE DESIGN



The height of retaining walls has been rationalised across the site, where possible. The height of retaining structures along boundaries remains generally in the order of 0.5m-2m. At the highest point within the north-western corner, at the intersection of Clarke Street and Village Boulevard, the height of retaining is 2.5m, the maximum height considered acceptable by EDQ during prelodgement consultation. This sensitive interface is managed with a well-developed urban design outcome, incorporating the following elements:

- A refined feature brick finish to retaining walls, for a high quality streetscape outcome;
- Low-height rendered wall to the site frontage, creating opportunity for multi-tiered landscape planting;
- Feature brick vertical blade walls to break up the horizontal length;
- Integrated landscaping outcomes with planting at multiple levels, incorporating street level planting strip, buffering shrubs, feature trees and climbing ficus species to minimise the perceived height and soften the visual effect of the walls screen boundary treatments and provide amenity to streetscape;
- Paired pedestrian entries with stairs and individual mailboxes;
- Landscaped entry arbors with Ornamental Grape vines over pedestrian entries



LANDSCAPE RELIEF BETWEEN GARAGES



FRONT BALCONIES TO GOSHAWK G2 (A)

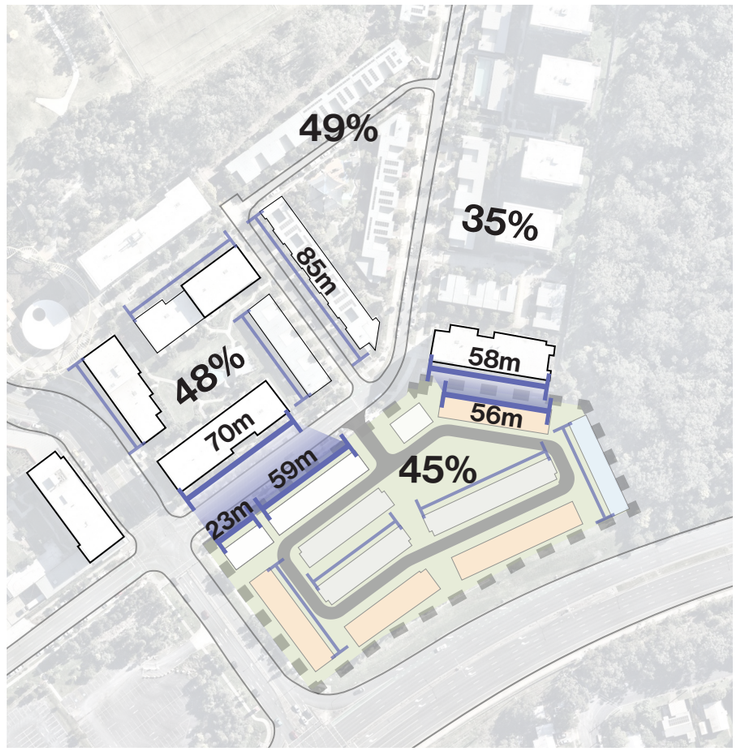


Design Pillar | Interface

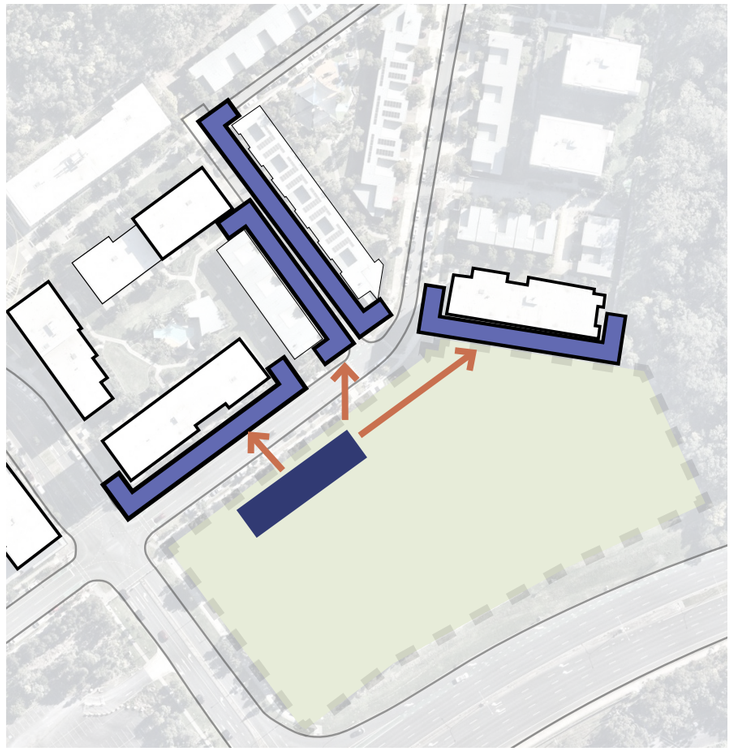
TERRACE LENGTH

Through both physical building breaks and significant variation in built form, the proposed overall terrace lengths are consistent and within character of surrounding buildings. In particular, the Clarke street interface incorporates significant building articulation and design elements that reduce the appearance of long-runs, through:

- Mirrored pairs of dwellings at a 2-to-1 ratio that emphasise the deep recesses and stepped built form
- Steps in parapet height for variation at roof line
- Large windows at second floor with feature window hoods and screening for visual interest
- Tiered integrated landscaping
- Feature brick vertical blade walls that break up the horizontal length
- Mix of materials, finishes and colours (tertiary response) to further accentuate movement, depth and perceived building length



BUILDING LENGTH IN CHARACTER WITH NEIGHBOURING BUILDINGS



PORTAVILLA, BUILDING 1 CLARKE STREET HARD INTERFACE RELATIONSHIP



PORTAVILLA, BUILDING 1 CLARKE STREET HARD INTERFACE DESIGN RESPONSE

FOOTPRINT WIDTHS

KEY WIDTH SIMILARITIES

INTERNAL ROAD

% APPROX SITE COVERAGE OF SITE

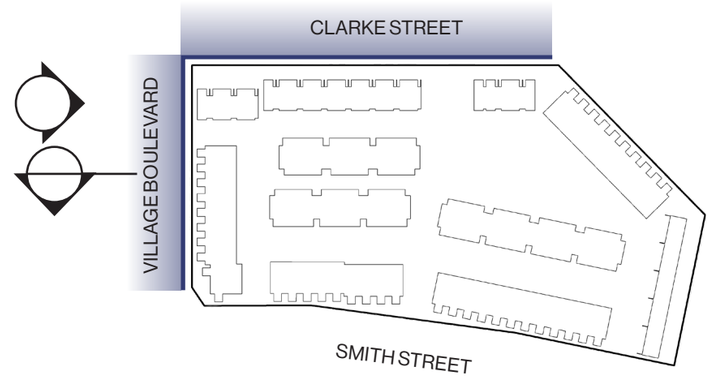
HARD INTERFACE

REPRESENTS INTENSE BUILT FORM AT BOUNDARY - CONSIDERATION TOWARDS SCALE, PROPORTION, STREETSCAPE APPEARANCE AND RELATIONSHIP TO SITE. DESIGN DEVELOPED THROUGH LAYERED LANDSCAPING, DYNAMIC BUILT FORM TO PROMOTE AN ENGAGING STREET INTERFACE.

Design Pillar | Interface

PRIMARY FACADE INTERFACE

Village Boulevard

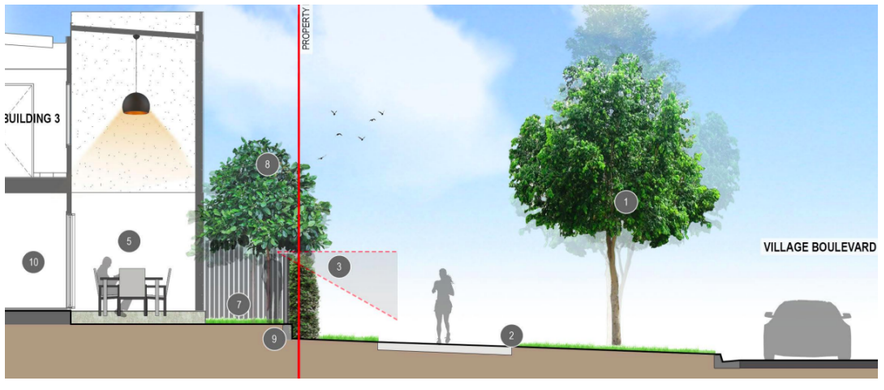


Although considered the sites secondary frontage (topographical challenges), the product typology proposed along Village Boulevard (Mason A1, Building 3) achieves a sense of street address through the following key design considerations:

- Communal pedestrian entry point to Village Boulevard, visually emphasised with a landscaped arbored gatehouse, promoting connection and activation
- 1.5m high stepped residential fencing - thick/thin timber fencing that achieves an appropriate level of privacy to internal courtyards, yet allowing visual permeability to public realm and streetscape
- Variation in building height through parapet projections, stepped built form and fall in natural topography
- Large windows to first floor bedrooms, providing opportunities for casual surveillance
- Landscape feature urban markers that bookend Village Boulevard to both the north and south corners of site, creating an identification design maker and promoting sense of place
- An architectural response that contributes to the streetscape, through the 'lantern patio' - a projected, double-height patio with a battened screen, that illuminates at night creating visual interest
- Appropriate Mason townhouse design - vehicular entry and resident access via internal road, with living spaces and bedrooms loaded to rear for best connection to private courtyard and open green space. The outward facing lantern design creates a dynamic form, that visually connects to Village Boulevard by reaching above fence line and addressing the street.



VILLAGE BOULEVARD PEDESTRIAN ENTRY POINT



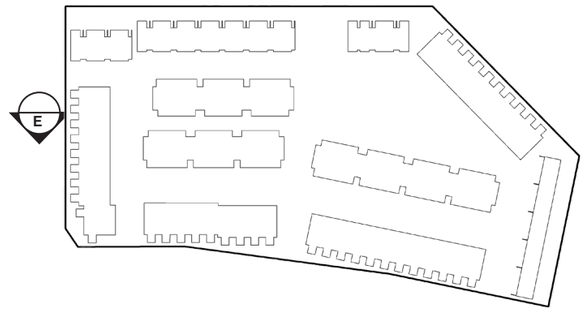


VILLAGE BOULEVARD SECTION - CASUAL SURVEILLANCE AND VISUAL CONNECTION

Design Pillar | Interface

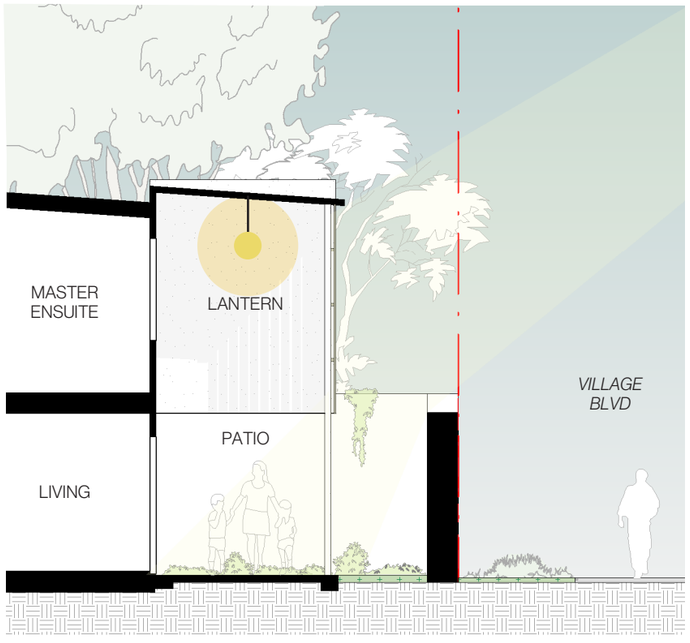
PRIMARY FACADE INTERFACE

Village Boulevard - the Lantern



The lantern's double-height patio roof features batten screening at the upper level, projecting from the rear elevation of the building. This design establishes an architectural language on the first floor, above the acoustic barrier/boundary fence, that effectively interacts with the street through dynamic, visual interest. The stepped forms play with articulation, breaking down mass and impact and creating a focused, human scale outcome.

The lanterns also improve courtyard amenity by drawing in light, at high level, and filtering down through to space below.



MASON (LANTERN) VILLAGE BOULEVARD SITE SECTION E







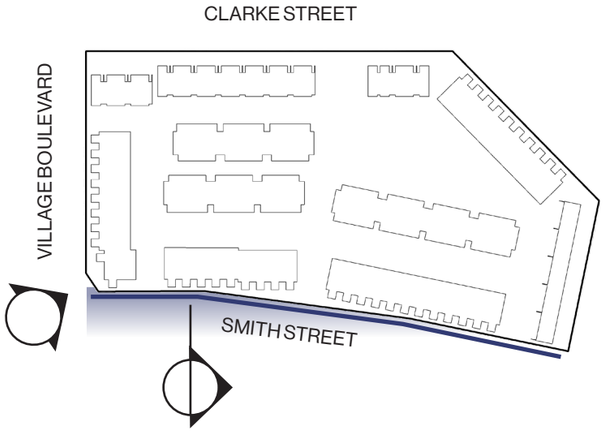


ILLUMINATED LANTERN AT NIGHT

Design Pillar | Interface

SECONDARY FACADE INTERFACE

Smith Street

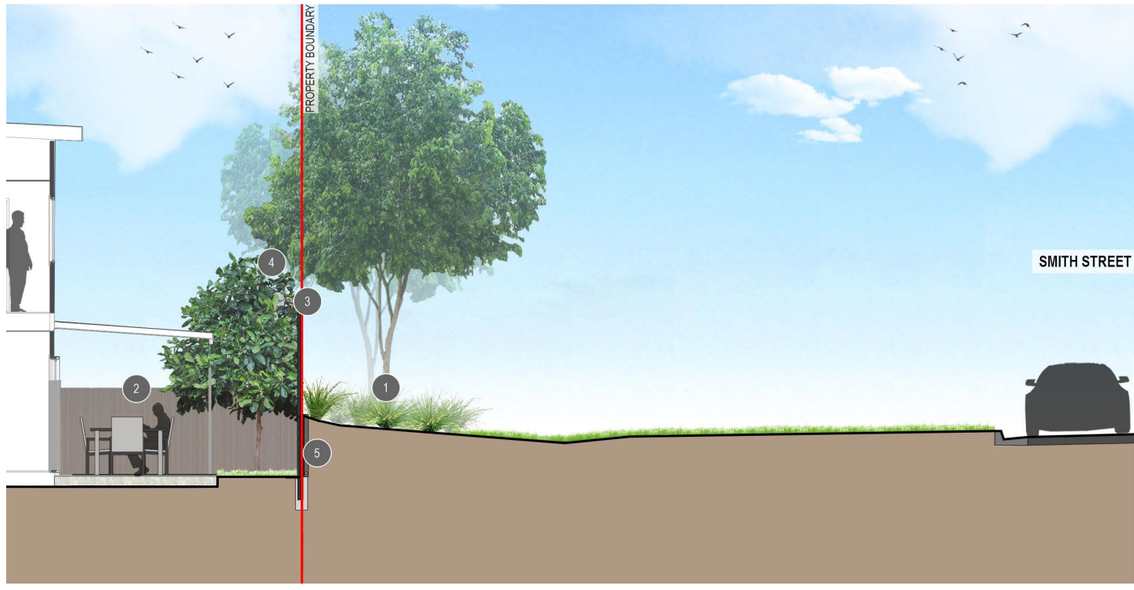


Smith Street is a major arterial corridor with low rise residential and parklands opposite the site, therefore, this Secondary Interface needs to consider acoustics, traffic and security. The proposed southern edge of the site provides legible, buffered edge that serves as an acoustic barrier and noise protection to the townhouses, as required by TMR. The visual impact of the acoustic wall is further minimised through the proposal of full growing landscaped trees and plant species that climb. The natural topography of site provide variation in built form. Internal, private amenity is maintained with relief to built form and well considered landscaped courtyards.

Landscaping is a critical element of this edge, offering large canopy shade trees to the Smith Street verge, and climber plants that buffer the edge and provide a level of amenity to the townhouse courtyards.



SMITH STREET RENDER

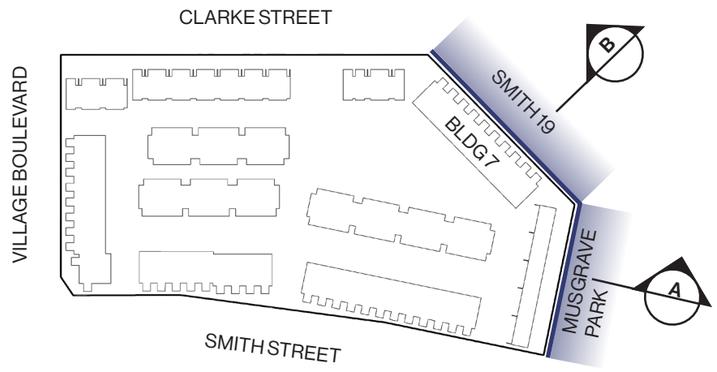


SMITH STREET SECTION

Design Pillar | Interface

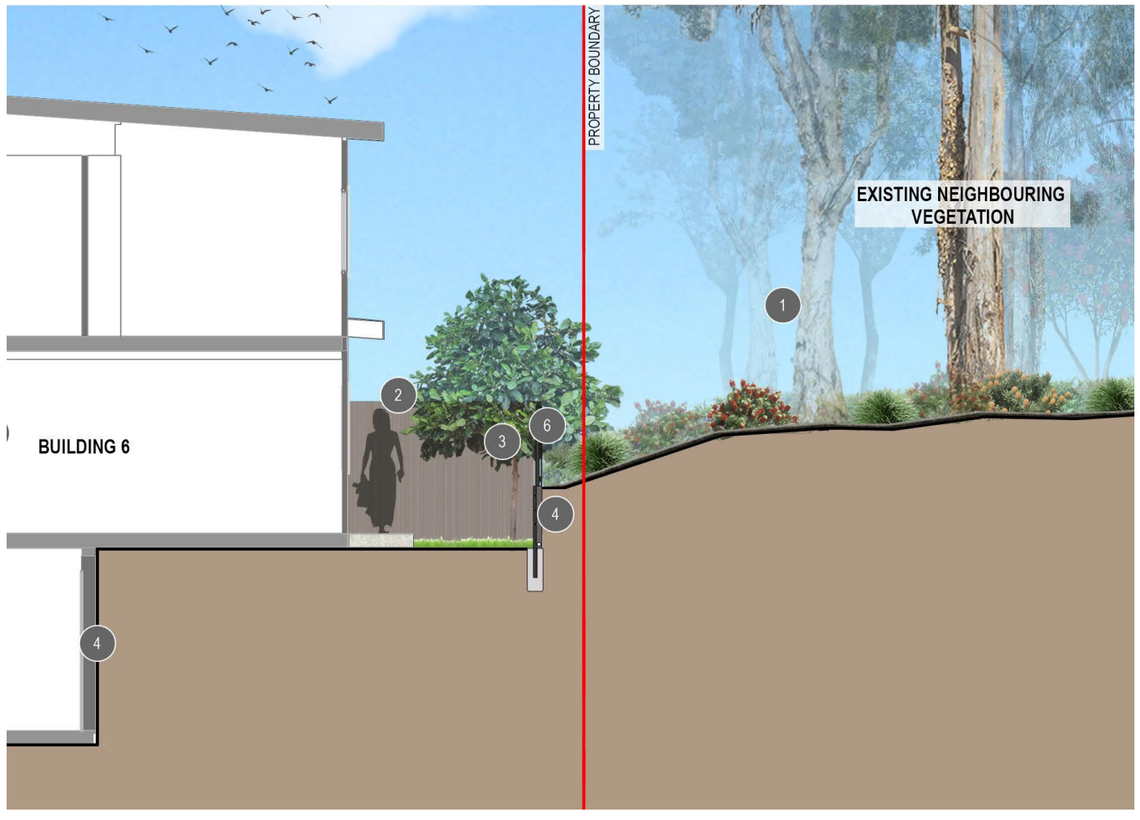
SECONDARY FACADE INTERFACE

Eastern boundaries

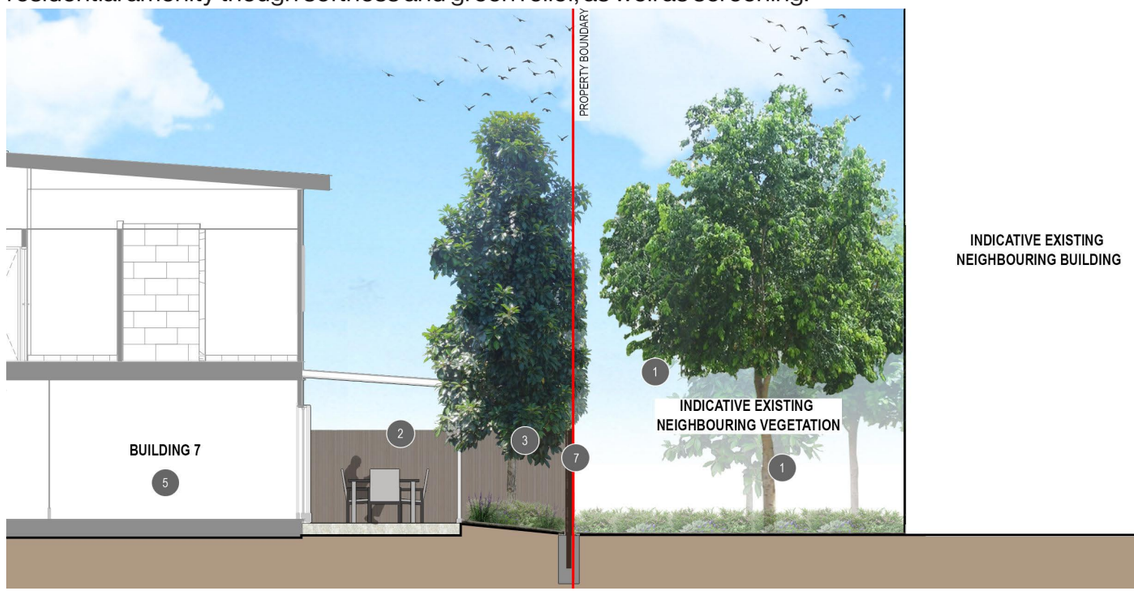


The northeastern and eastern boundary of the site have a less critical interface as both boundaries are shared with neighbouring lots - Smith 19 (8-storey apartment building), and Musgrave Park.

The proposed Mason townhouses (Building 7) is set back minimum 5m from the side boundary, achieving a building separation from the adjoining Smith 19 (8 storey building) of approximately 11m, exceeding the standard prescribed minimum building separation of 9m between facing buildings. This achieves sufficient distance to provide a suitable level of privacy between adjoining developments. The building setback and neighbouring relief also provides appropriate openness to backyards, allowing both direct and indirect lighting for improved residential amenity. An elevated landscape design is also focused and proposed to Building 7, adding to residential amenity though softness and green relief, as well as screening.



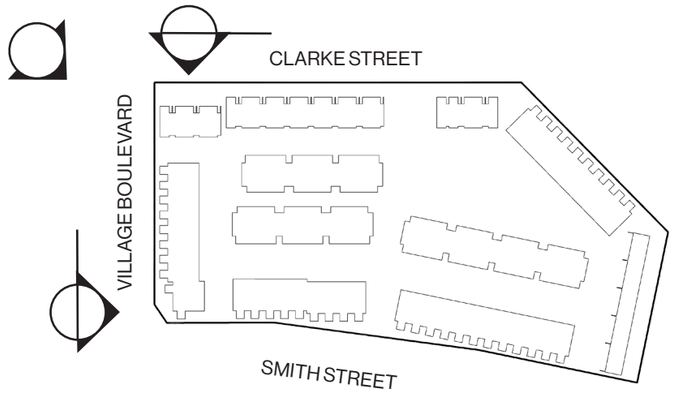
MUSGRAVE PARK SECTION A



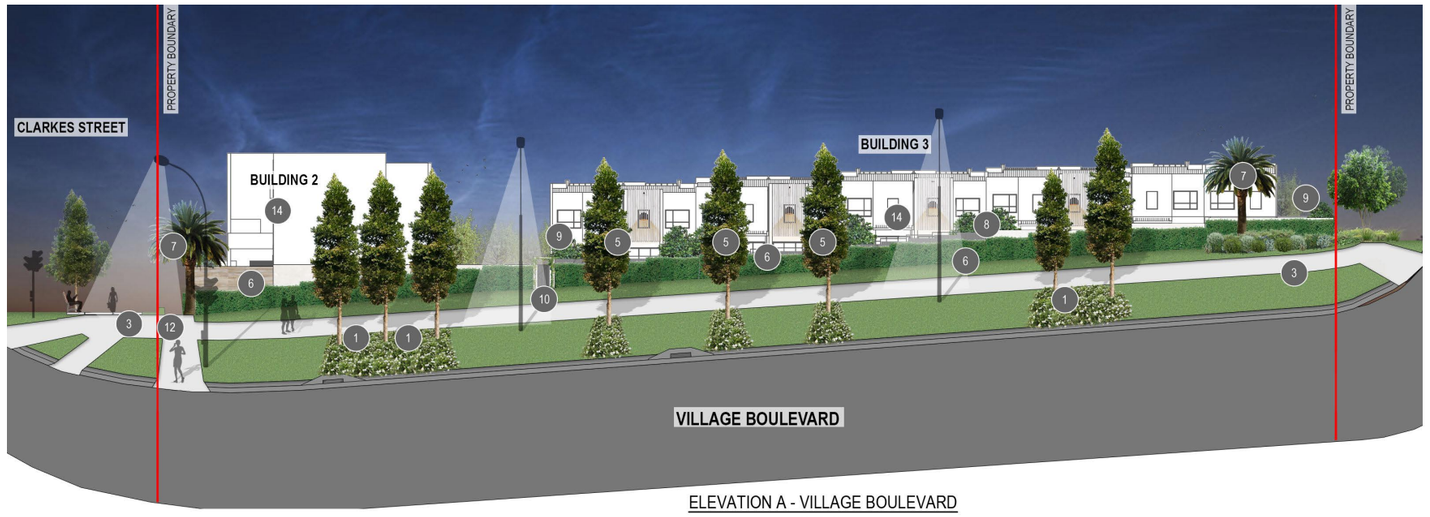
SMITH 19 SECTION B

Design Pillar | Interface

THE STREETSCAPE







ELEVATION A - VILLAGE BOULEVARD

SCALE 1:200

CORNER CLARKE STREET AND VILLAGE BOULEVARD

The proposed development improves neighbourhood character through considered streetscape interfaces as earlier noted.

The overall result is a human-focus fabric that provides built form relief through embellished landscape including street shade trees, permeable design for casual surveillance and public/ private interaction are also considered.

The expressed, feature blade walls carry through the architectural language to street, also providing vertical breaks, shadow play and height variation to street retaining wall. The blades also offer residents with a considered entry moment and letterbox integration.

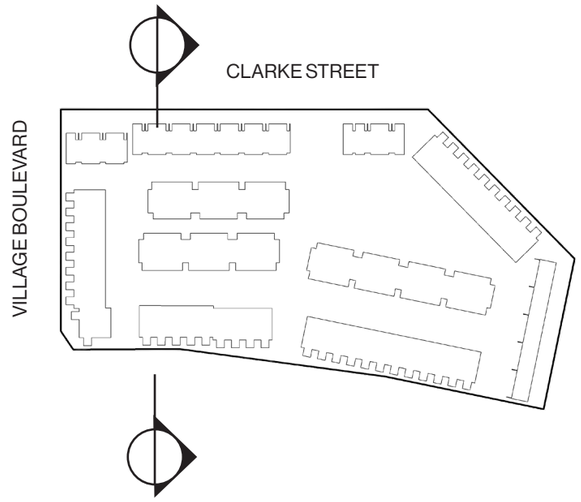


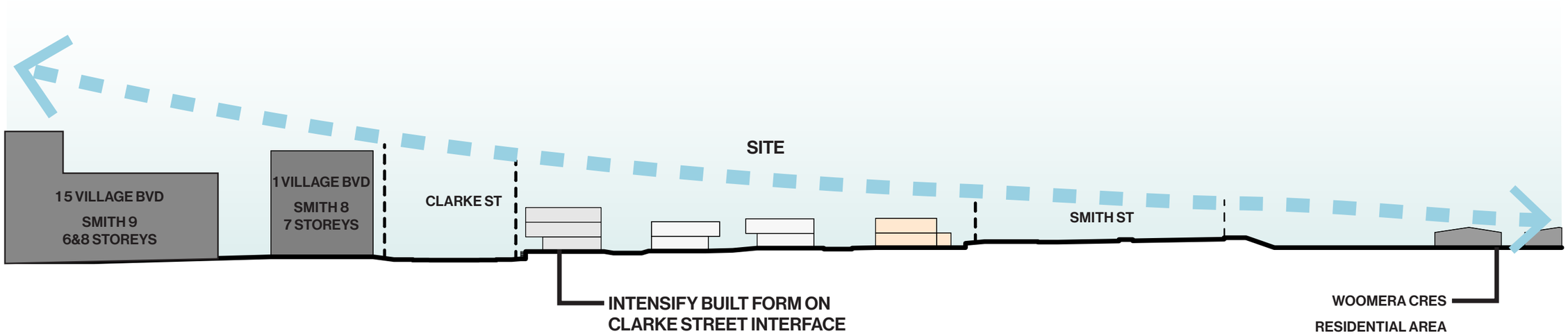
[redacted]

Design Pillar | Interface

HEIGHT TRANSITION N/S

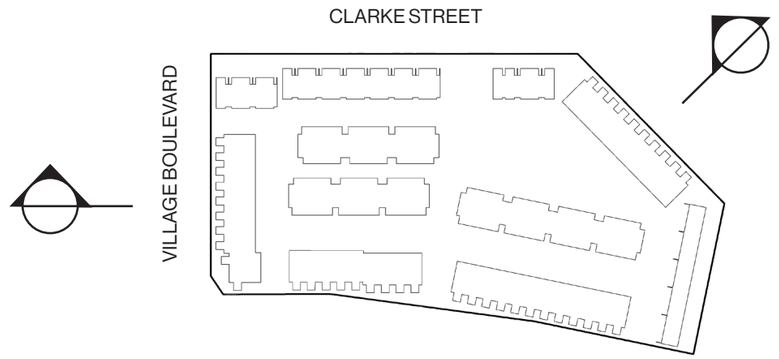
2-3 storey product respond to surrounding context and is considered within built form character. The natural rise of site topography to the northeastern corner further transfers height upwards towards taller Smith Towers.

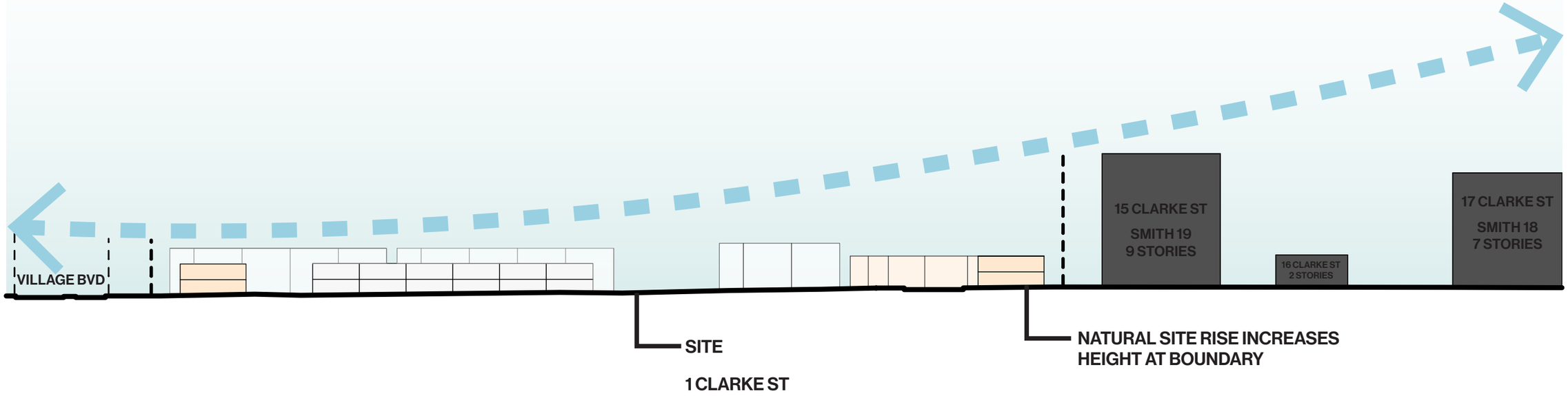




Design Pillar | Interface

HEIGHT TRANSITION E/W

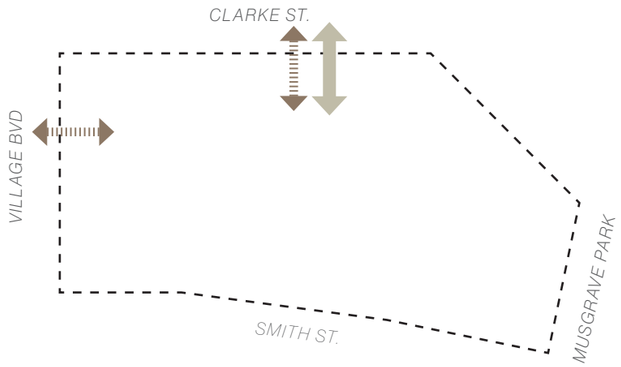




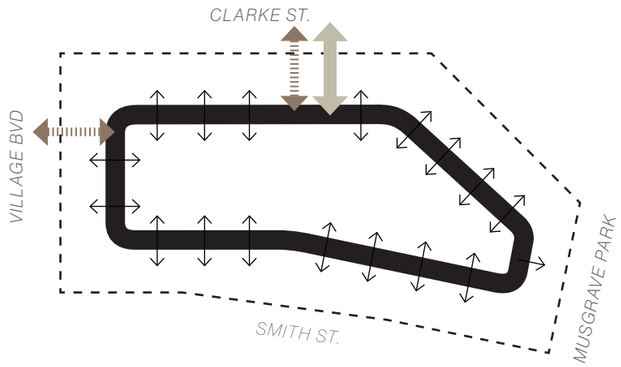
THE AMENITY

DESIGN PILLAR

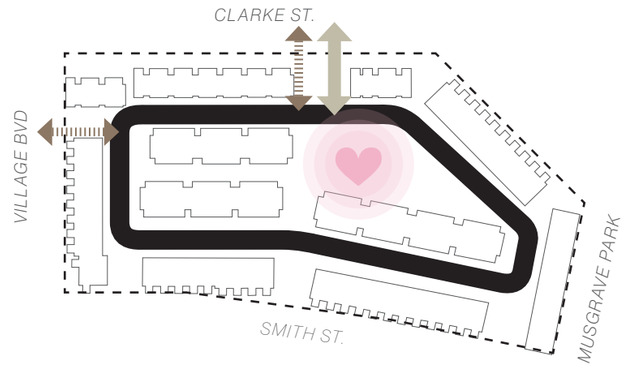
THE PLANNING



Connections to existing pedestrian and vehicular paths of travel beyond site promotes ease of movement and use, linking through to northern Lumina Precinct and community



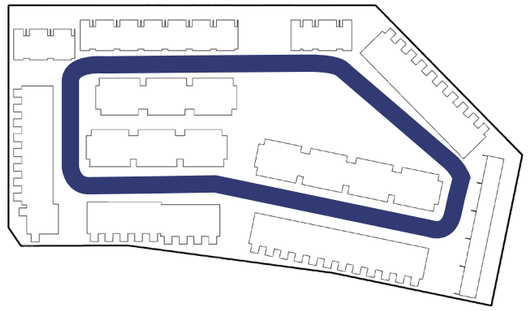
The loop road connects the community through pedestrian and vehicular entry points, individual houses and communal facilities. There is a clear hierarchy for ease of way-finding and circulation. Site yield is maximised through double loaded residents.



Communal Open Space is centralised on the site for equitable access and to create a heart of the community. Located at the entrance, a sense of arrival is achieved that promotes the site's pillars of designs. Using amenities as a key element for placemaking positioned at the site entry to enhance the precincts identity.

Design Pillar | Amenity

INTERNAL FRONT ELEVATIONS



The townhouse configurations that present to the internal road, offer suitable street presence - achieving function through design consideration. this includes:

- Suitable, single garage widths (no double garages)
- Variation in colour and materiality to between adjoining garages to visually break up any perception of a double garage
- Front doors, porch entries
- Landscape arbors over alternating Goshawk unit entries in Buildings 9&10;
- Front balconies to G1 & G2 units
- Green spaces between driveways;
- Shade tree planting along internal loop road



LANDSCAPE RELIEF BETWEEN GARAGES



FRONT BALCONIES TO GOSHAWK G1 & G2



Design Pillar | Amenity

OPEN SPACE



DA020

SCALE As indicated @ A3 SIZE

The communal open space is centrally located to contribute to identity and the sense of arrival, creating a 'beating heart' for the precinct. It is a key element that serves as a place-maker and destination accessible by vehicles and pedestrians.

Private open spaces are an integral element to the amenity of the site, creating independent recreation areas for residents with landscape buffers to ensure privacy. The POS is of critical importance to the development and is emphasised through generous over provision, well above the minimum requirements set in planning code.

Internal paths and soft landscaping promote interactions and movement throughout the site to link between the private and communal open spaces.

LANDSCAPE BUFFERS	355 m²	2%
CENTRAL FACILITIES	1502 m²	8.7%
SECONDARY COMMUNAL SPACES / GARDENS	578 m²	3.4%
TOTAL COMMUNAL OPEN SPACE	2435 m²	14.1%
PRIVATE OPEN SPACE ON GROUND LEVEL	3060 m²	17.7%
PRIVATE OPEN SPACE ON LEVEL 01	852 m²	4.9%
TOTAL PRIVATE OPEN SPACE	4102 m²	23.7%

Design Pillar | Amenity

OPEN SPACE

Considered Open Space through:

- Azure maintained landscape and shared residential amenities
- Driveway lengths for building relief
- Front gardens to promote residential encounters
- Centralised Communal Open Space to promote connection and visual security for residents





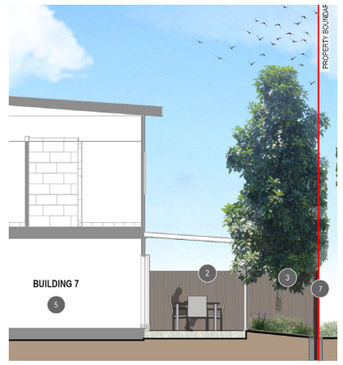


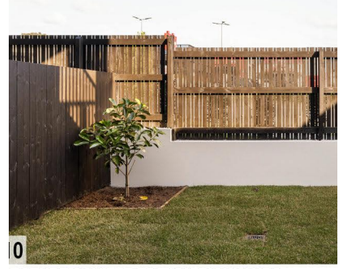
Design Pillar | Amenity

PRIVATE OPEN SPACE

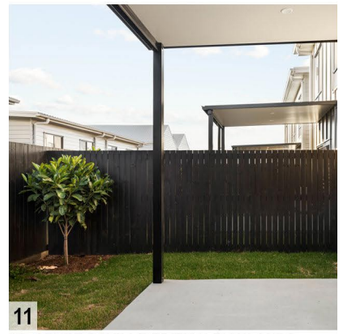
Considered Private Open Space through:

- Landscaped courtyards
- Orientated buildings to capture light
- Shade and patios to ensure usability
- Connection to internal townhouses
- Permeability through fences towards street, promoting casual surveillance and community interaction
- Well oversupplied POS m2



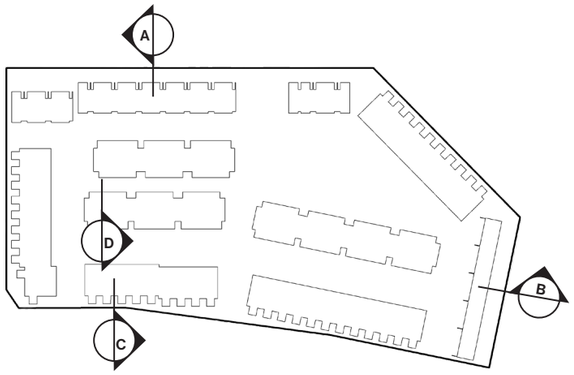


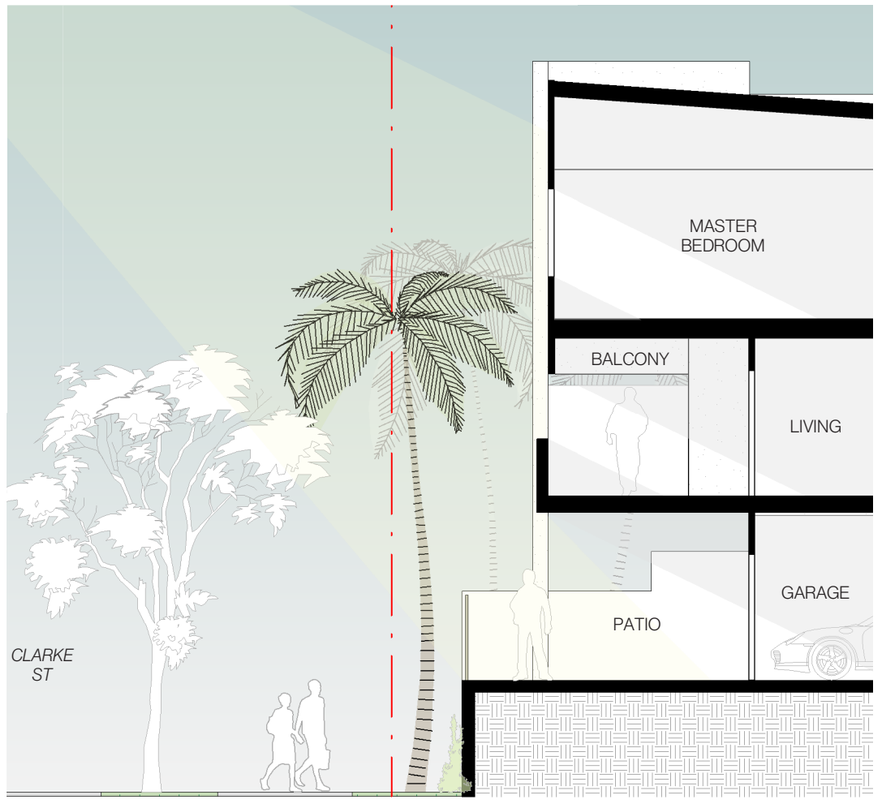
AZURE SAVILLE EDITION RICHLANDS - URFED POS WITH NATIVE GARDENIA



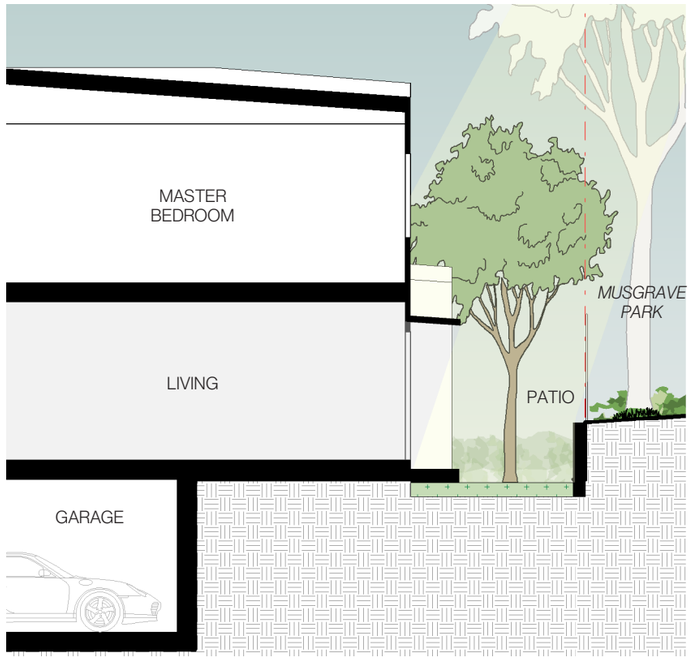
11. *AZURE SAVILLE EDITION RICHLANDS* - TURFED POS WITH NATIVE GARDENIA

SOLAR DIAGRAMS

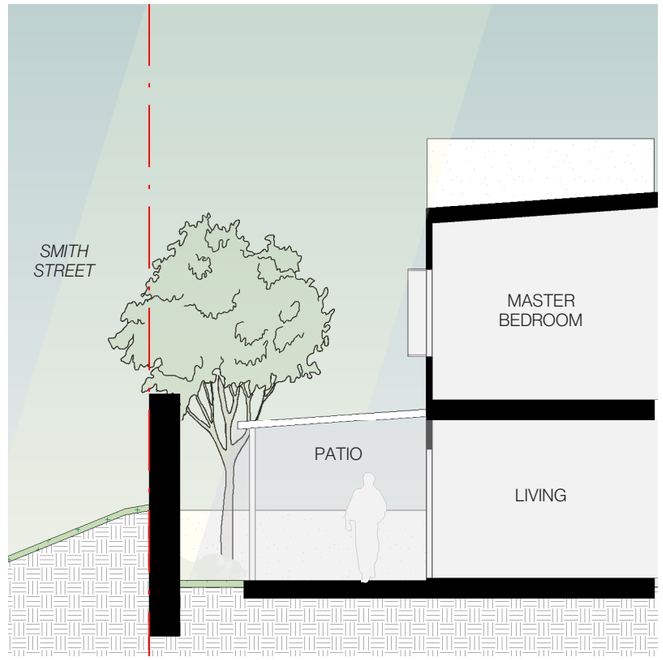




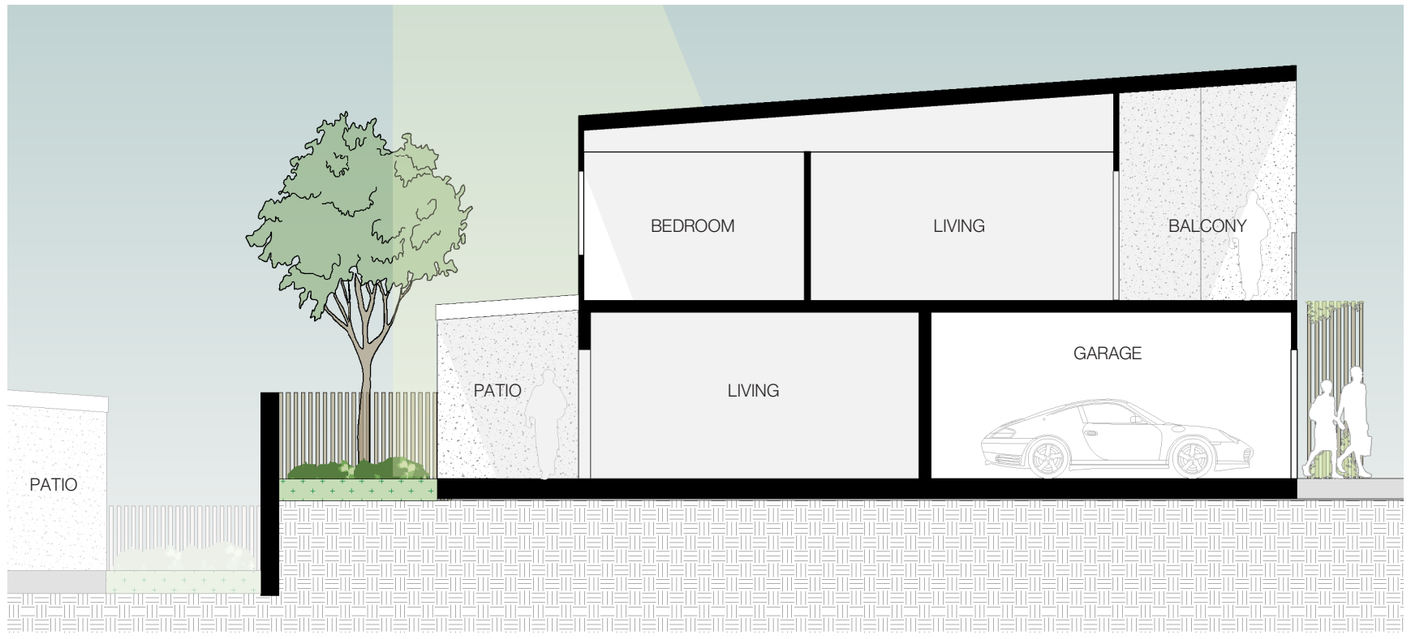
PORTAVILLA (CLARKE ST) SECTION A



EMBER (MUSGRAVE PARK) SECTION B



MASON (SMITH STREET) SECTION C - ACOUSTIC WALL



GOSHAWK(INTERNAL SITE SECTION D

Quality of user interface and experience continues through and in to private open spaces, both internally and externally.

Through a layered design response, light (direct and indirect) is filtered through roof coverings (patios, eaves), facade treatments (aluminum battened screen, window sun-hoods), existing and proposed trees and landscaping to provide appropriate living conditions. The openness to private courtyard's further promote natural ventilation, abundant daylight and landscaped amenity.

note: sun shown is indicative and of north, north-east angle.

DESIGN RESPONSE

DESIGN PILLAR

VARIATION

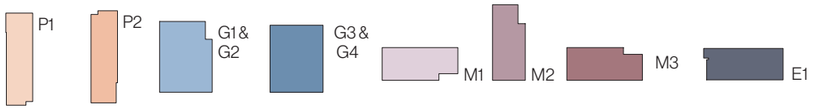
PRIMARY

VARIATION IN TOWN HOUSE TYPES

114 town houses, consisting of 4 types

Each of the 4 types having multiple variations throughout the development. Primary changes built form changes include: total building storeys, roof heights, window types and sun hoods, screening. The change of level across site further plays on building height and variation.

Refer to the site wide type plan which demonstrates the variety achieved.



SECONDARY

VARIATION IN BUILDING FORM

The second layer of building variation is achieved by articulating, breaking, stepping, recessing the overall building bulk. In particular this includes stepping townhouses along Clarke street and Village Boulevard, adding legible breaks and considered arrangement of townhouse pax to reduce bulk to an appropriate scale. Mirrored pairs (2-to-1 ratio) consolidate recessed elements and larger guesters further emphasises depth and perceived townhouse pax (2 townhouses appear as 1). Proportion through scale and parapet heights also creates variation in form.





TERTIARY

VARIATION IN COLOUR, TONE & MATERIALITY

Whilst a consistent ‘Urban Coastalism’ architectural language is maintained across the project, colour, tonal and textural differences are applied throughout to give relief and variation to the townhouse groupings. Fine grain detail.



Design Pillar | Architectural Response

PRIMARY

VARIATION IN TOWN HOUSE TYPES



PORTAVILLA

P1 P2

GOSHAWK

G1 & G2 G3 & G4

MASON

M1 M2 M3

EMBER

E1

Design Pillar | Architectural Response

PRIMARY

VARIATION IN TOWN HOUSE TYPES

Primary facade treatment, or ‘front door’ architecture highlighted below. Design consideration to ensure all internal loop road frontages, as well as Clarke st and Village Boulevard frontages present as primary architecture and provide visual amenity to residents and the public.

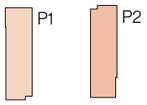




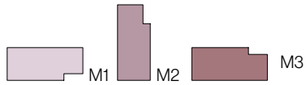




PORTAVILLA



MASON



DESIGN RESPONS







GOSHAWK



EMBER



PLUS STUDIO

Design Pillar | Architectural Response

SECONDARY

VARIATION IN BUILDING FORM

The second layer of architectural consideration—variation in building form—is expressed through:

- Mirrored building pairs that emphasise architectural gestures and establish a balanced 2:1 proportional relationship
- Consolidated and recessed elements that enhance depth and articulation of the built form
- Defined building breaks that reduce perceived terrace length and respond to the established neighbourhood character
- Variation in architectural language through differentiated lantern design
  Stepped parapet heights achieved through variation in roof form



Design Pillar | Architectural Response

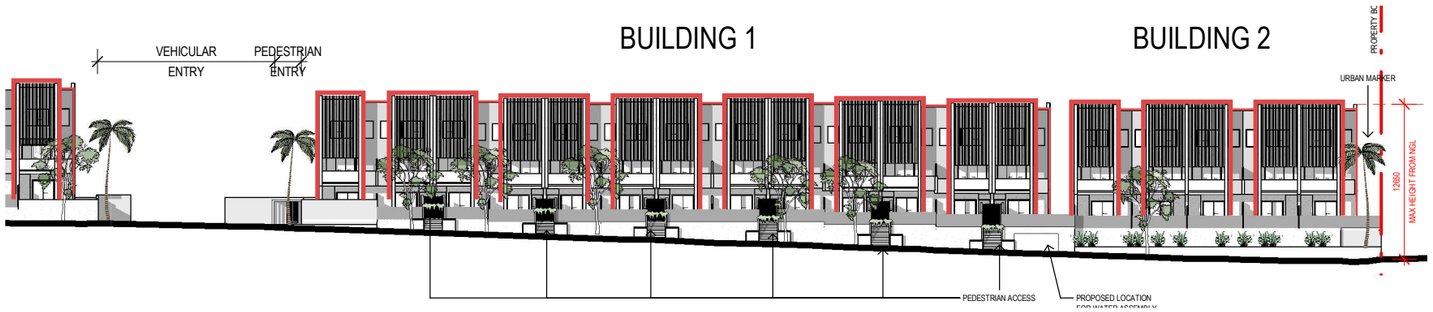
SECONDARY

VARIATION IN BUILDING FORM

TYPE: PORTAVILLA CLARKE ST

Characterised by vertical proportions that speak to higher neighbouring Smith buildings, opposite on Clarke Street.

Pairing of townhouses for larger guesters and to break mass



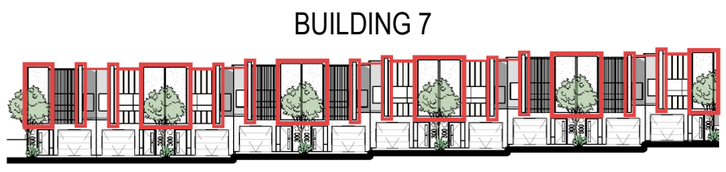
TYPE: GOSHAWK

Characterised by expressed forms, steps in facade and between levels



TYPE: MASON

Characterised by proportion of upper level, that speaks to the height of both 3 storey Portavillas and 2 storey products



TYPE: EMBER

Characterised by vertical expression that ground in landscape



Design Pillar | Architectural Response

SECONDARY

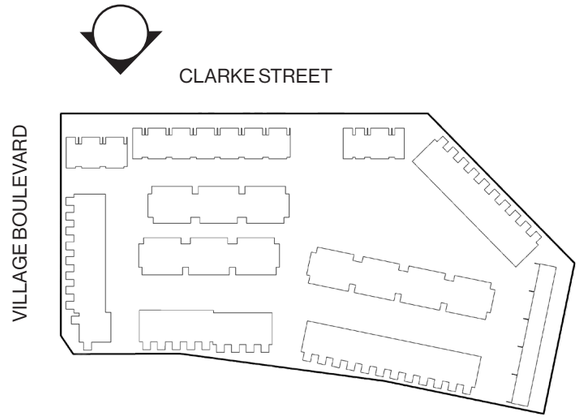
VARIATION IN BUILDING FORM



Design Pillar | Architectural Response

TERTIARY | PORTAVILLA

MATERIALITY AND LANDSCAPE







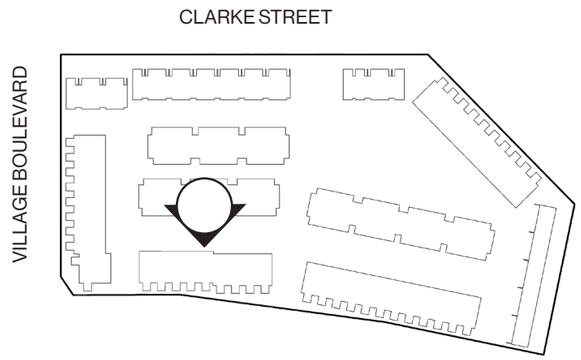
1. Vertical board and batten with expressed joints
2. Vertical groove fibre cement sheet
3. Folded aluminium hoods
4. Powdercoated aluminium battens
5. Render and paint
6. Landscape to soften



Design Pillar | Architectural Response

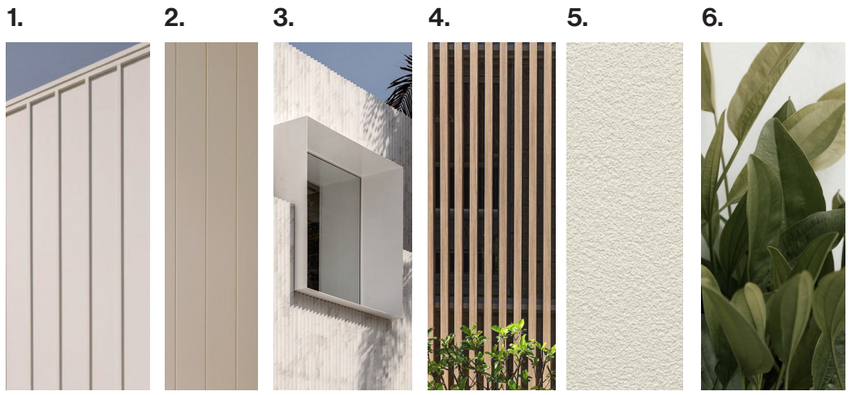
TERTIARY | MASON

MATERIALTIY AND LANDSCAPE





1. Vertical board and batten with expressed joints
2. Vertical groove fibre cement sheet
3. Folded aluminium hoods
4. Powdercoated aluminium battens
5. Render and paint
6. Landscape to soften

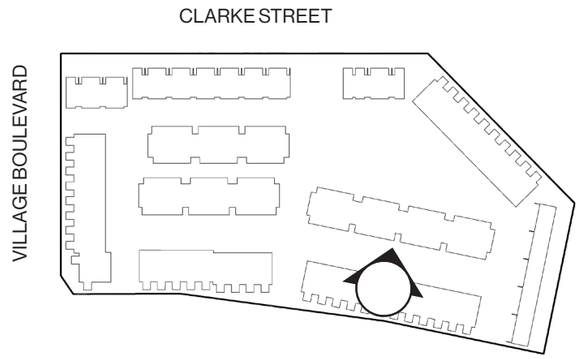




Design Pillar | Architectural Response

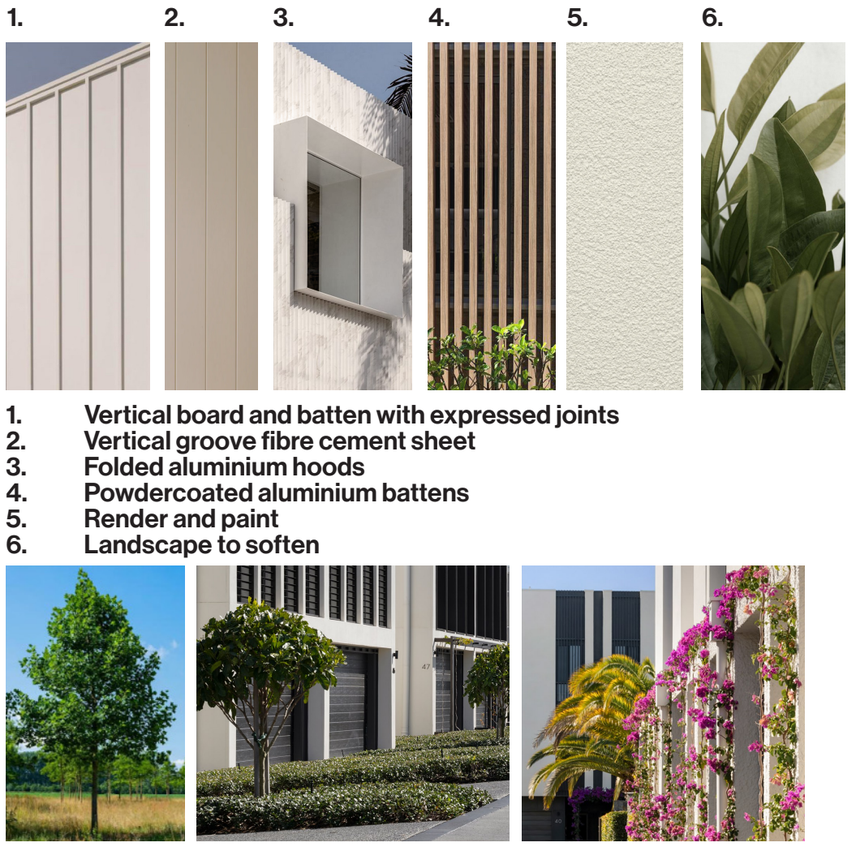
TERTIARY | GOSHAWK G3 & G4

MATERIALTIY AND LANDSCAPE





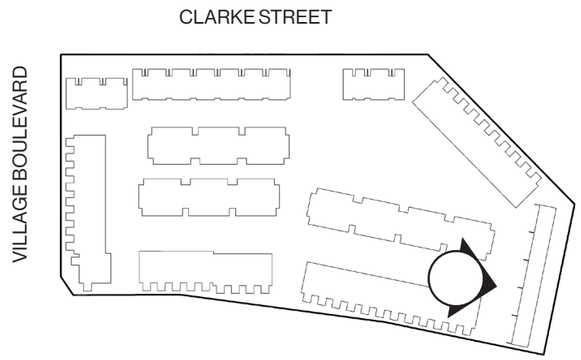
1. Vertical board and batten with expressed joints
2. Vertical groove fibre cement sheet
3. Folded aluminium hoods
4. Powdercoated aluminium battens
5. Render and paint
6. Landscape to soften



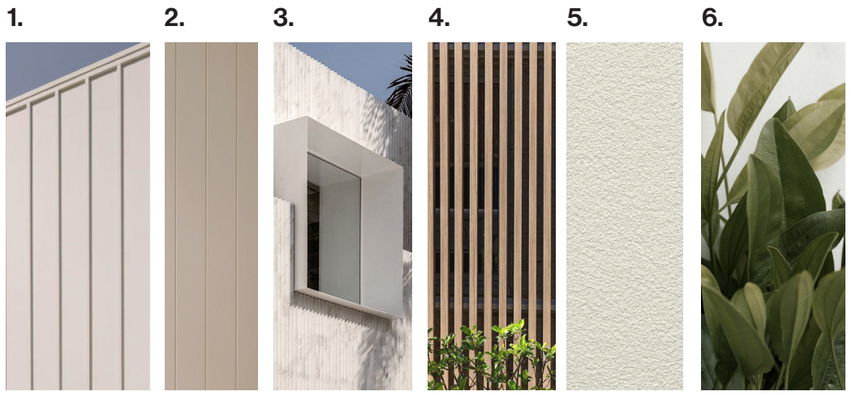
Design Pillar | Architectural Response

TERTIARY | EMBER

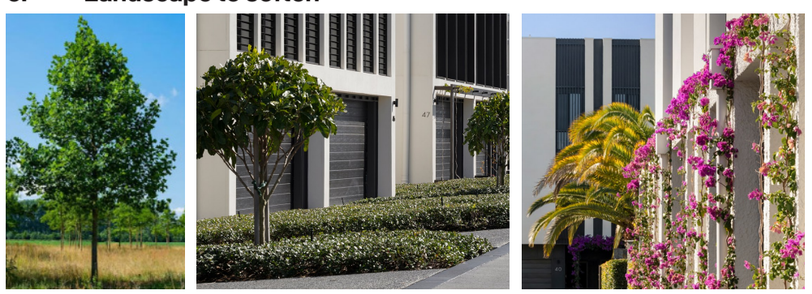
MATERIALTIY AND LANDSCAPE







1. Vertical weatherboard with expressed joints
2. Vertical groove fibre cement sheet
3. Folded aluminium hoods
4. Powdercoated aluminium battens
5. Render and paint
6. Landscape to soften



THE SOLUTION

SUMMARY

The Solution | Summary

MASTERPLAN



CLARKE STREET PERSPECTIVE



VILLAGE BOULEVARD



CNR VILLAGE BOULEVARD



VILLAGE BOULEVARD AND SMITH STREET



The Solution | Summary

TABLE

SITE AREA M2:	17330	1 CLARKE STREET SOUTHPORT					
TOWNHOUSE TYPE	PAX	NO. OF STOREYS	NO. OF BEDROOMS PER TYPE	NO. OF RESIDENT CAR PARKS PER TYPE	REQUIRED VISITOR PARKS	TOTAL OPEN SPACE M²	% TOTAL OPEN SPACE
				GARAGE PARKS			
GOSHAWK G1 (1 bed)	12	2	1	1	6	6537	38%
GOSHAWK G2 (2 bed)	12		2	1			
GOSHAWK G3 (1 bed R)	8		1	1			
GOSHAWK G4 (2 bed R)	8		2	1			
MASONS	41	2	3	1			
EMBER	10	2.5	3	1			
PORTAVILLA	23	3	3	2			
TOTAL	114			137	6	6537	38%

TOWNHOUSE TYPE	PRIVATE OPEN SPACE (POS) PER TYPE M²		MIN POS DIMENSION (M)	TOTAL PRIVATE OPEN SPACE (POS) M²	% PRIVATE OPEN SPACE (POS)	SITE COVER PER TYPE M²	% SITE COVER	% TYPE
	MIN.	MAX.						
GOSHAWK G1 (1 bed)	37	38	2.7	440	11%	1504	9%	11%
GOSHAWK G2 (2 bed)	20	20	2.8	256	6%			11%
GOSHAWK G3 (1 bed R)	35	37	2.7	290	7%	998	6%	7%
GOSHAWK G4 (2 bed R)	12	12	2.2	106	3%			7%
MASONS	25	105	4.4	1400	34%	3244	19%	36%
EMBER	29	86	3.5	555	14%	765	4%	9%
PORTAVILLA	25	65	4.5	1054	26%	1670	10%	20%
TOTAL				4101		8181	47%	100%

TARNTANYA WAMA / ADELAIDE
Kaurna Country
Australia
+61 400 971 231
adelaide@plusstudio.co

TĀMAKI MAKAURAU / AUCKLAND
Aotearoa / New Zealand
+64 9 281 3800
auckland@plusstudio.co

MEANJIN / BRISBANE
Turrbal + Yuggera Country
Australia
+61 7 3067 3599
brisbane@plusstudio.co

NGUNAWAL / CANBERRA
Ngunawal Country
Australia
+61 2 8823 7000
canberra@plusstudio.co

ŌTAUTAHI / CHRISTCHURCH
Aotearoa / New Zealand
+64 3 337 9481
christchurch@plusstudio.co

DJILANG / GEELONG
Wadawurrung Country
Australia
+61 3 8696 3999
geelong@plusstudio.co

GOLD COAST
Yugambeh Country
Australia
+61 7 3067 3599
goldcoast@plusstudio.co

NIPALUNA / HOBART
muwinina and palawa Country
Australia
+61 8 6500 6490
hobart@plusstudio.co

NAARM / MELBOURNE
Wurundjeri Woi Wurrung
Bunurong Boon Wurrung Country
Australia
+61 3 8696 3999
melbourne@plusstudio.co

BOORLOO / PERTH
Whadjuk Nyoongar Country
Australia
+61 8 6500 6490
perth@plusstudio.co

EORA / SYDNEY
Gadigal Country
Australia
+61 2 8823 7000
sydney@plusstudio.co

plusstudio.co

2025 © Plus Architecture International Pty Ltd. All Rights Reserved.
Plus Studio® is a trade mark of Plus Architecture International Pty Ltd.

Nominated Architects NSW:
Gabriel Duque 11622, Amit Julka 10002, Danilo Juric 10397,
Candice Ng 13091, Rido Pin 11286